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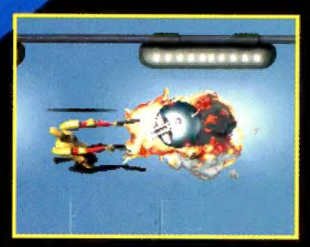

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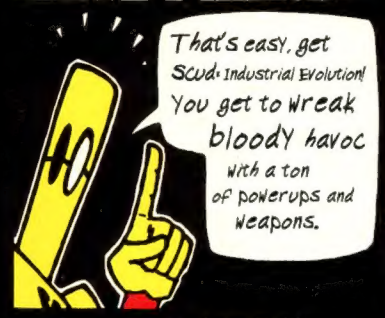

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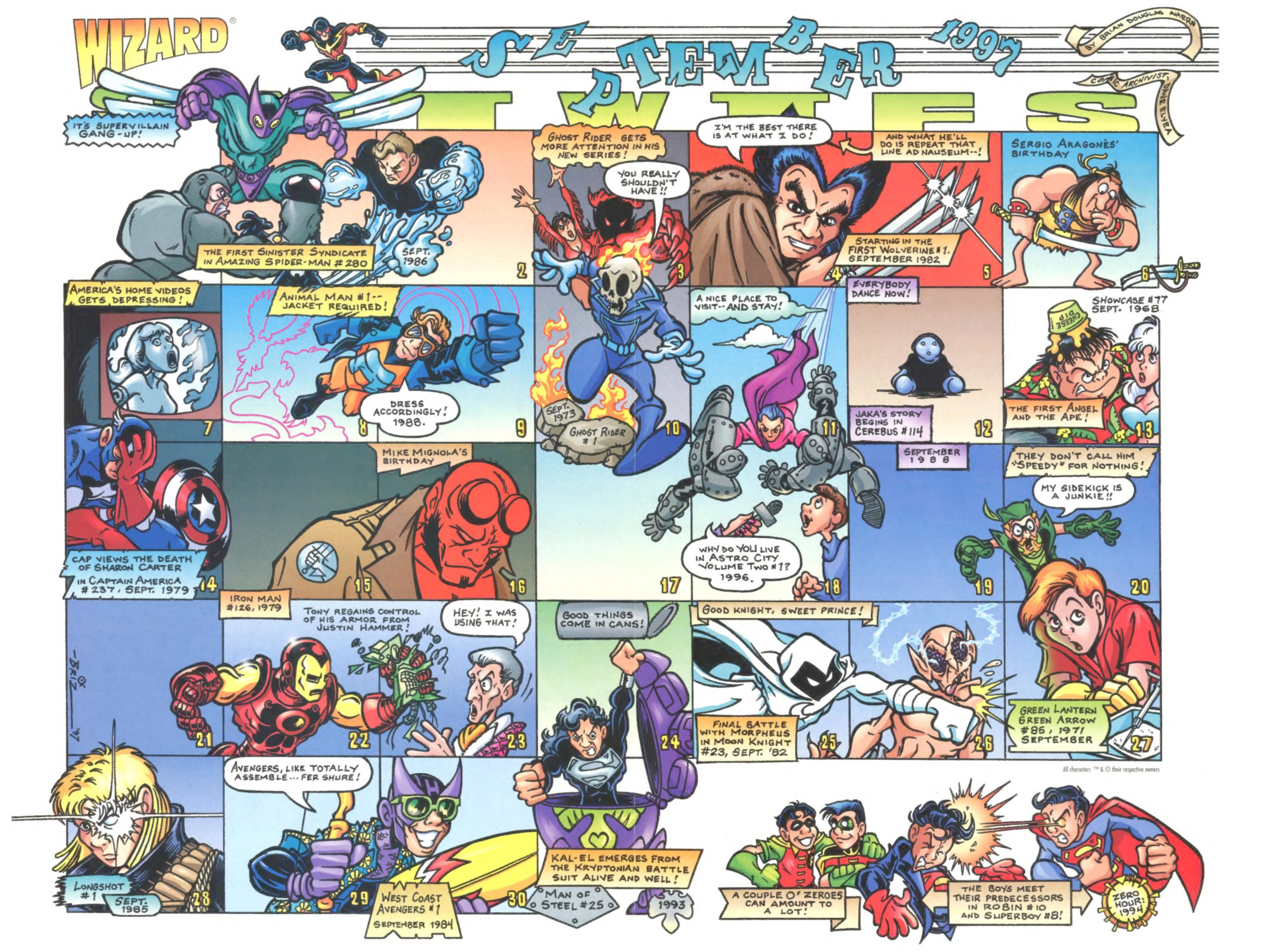
WIZARD
SEPTEMBER 1997
TWEETS
BY BRIAN DOUGLAS AHERN
COMIC ARCHIVIST, DANE ELVEA
IT'S SUPERVILLAIN GANG-UP!
THE FIRST SINISTER SYNDICATE IN AMAZING SPIDER-MAN #280
SEPT. 1986
2
GHOST RIDER GETS MORE ATTENTION IN HIS NEW SERIES!
YOU REALLY SHOULDN'T HAVE!!
3
I'M THE BEST THERE IS AT WHAT I DO!
AND WHAT HE'LL DO IS REPEAT THAT LINE AD NAUSEUM--!
STARTING IN THE FIRST WOLVERINE #1, SEPTEMBER 1982
4
5
SERGIO ARAGONÉS' BIRTHDAY
6
AMERICA'S HOME VIDEOS GETS DEPRESSING!
7
ANIMAL MAN #1-- JACKET REQUIRED!
DRESS ACCORDINGLY! 1988.
8
9
SEPT. 1973
GHOST RIDER #1
10
A NICE PLACE TO VISIT-- AND STAY!
11
EVERYBODY DANCE NOW!
JAKA'S STORY BEGINS IN CEREBUS #114
SEPTEMBER 1988
12
SHOWCASE #77 SEPT. 1968
CHEESE DIP
THE FIRST ANGEL AND THE APE!
13
CAP VIEWS THE DEATH OF SHARON CARTER IN CAPTAIN AMERICA #237, SEPT. 1979
14
MIKE MIGNOLA'S BIRTHDAY
15
16
WHY DO YOU LIVE IN ASTRO CITY VOLUME TWO #1? 1996.
17
18
THEY DON'T CALL HIM "SPEEDY" FOR NOTHING!
MY SIDEKICK IS A JUNKIE!!
19
20
IRON MAN #126, 1979
TONY REGAINS CONTROL OF HIS ARMOR FROM JUSTIN HAMMER!
HEY! I WAS USING THAT!
21
22
23
GOOD THINGS COME IN CANS!
24
GOOD KNIGHT, SWEET PRINCE!
FINAL BATTLE WITH MORPHEUS IN MOON KNIGHT #23, SEPT. '82
25
26
GREEN LANTERN GREEN ARROW #85, 1971 SEPTEMBER
27
All characters ™ & © their respective owners
LONGSHOT #1 SEPT. 1985
28
AVENGERS, LIKE TOTALLY ASSEMBLE... FER SHURE!
29
WEST COAST AVENGERS #1 SEPTEMBER 1984
30
KAL-EL EMERGES FROM THE KRYPTONIAN BATTLE SUIT ALIVE AND WELL!
MAN OF STEEL #25
1993
A COUPLE O' ZEROES CAN AMOUNT TO A LOT!
THE BOYS MEET THEIR PREDECESSORS IN ROBIN #10 AND SUPERBOY #8!
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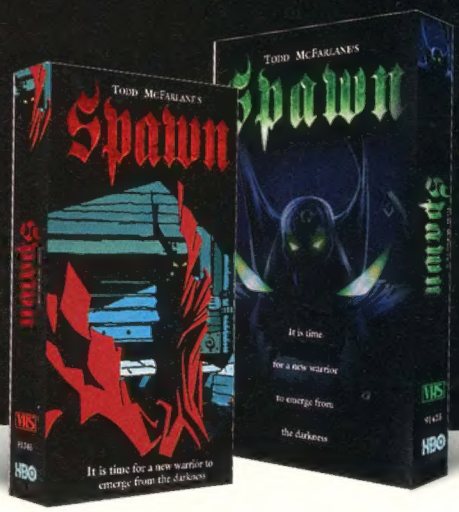


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# 73 CONTENTS

Wolverine ™ & © 1997 Marvel Characters

**ON THE COVER**

**Wolverine and Co.** was illustrated by Carlos Pacheco and Jimmy Palmiotti, and colored by Liquid Graphics. Flip to **page 40** to see who made the list for the Top 10 best superhero designs.

Sin City ™ & © 1997 Frank Miller, Inc.

***Sin City***'s Miho (star of the upcoming *Sin City: Family Values*) was illustrated by Frank Miller, and colored by Twilight Graphics. To learn all about the dark and seedy underworld of Sin City, creep to **page 59**.

124

## features

Paul Schiraldi

50


**32 BOX OFFICE SENSATION**
Bridging the gap between the comics industry and the real world, *Box Office Poison* is smart, sexy and full of laughs. By James Busbee

**40 DRESSED FOR SUCCESS**
*Wizard* undresses the 10 best superhero designs of all time. By the *Wizard* Staff

**50 THE WIZARD Q&A: MIKE CARLIN**
DC's executive editor reveals his love for his "favorite son" Superman, why Hal Jordan had to die and why the time is right for a new universe of superheroes. By Craig Shutt

**59 SIN CITY CONFIDENTIAL**
Take a peek inside the seedy underworld that is Sin City. By Matthew Brady

65

## special "Spawn" movie section


**65 INTRODUCTION**

**66 THE "SPAWN" SCORECARD**
A rundown on who's who in the "Spawn" movie. By Rob Allstetter

**68 BIG MAC**
Whether it's as executive producer or as an extra on the set of "Spawn," Todd McFarlane commands attention. By Rob Allstetter

**74 MASKED MEN**
*Wizard* uncovers the secrets behind the many faces of "Spawn." By Rob Allstetter

**82 I WAS A "SPAWN" MOVIE EXTRA**
Or how I got paid $79 a day to look dirty and put oatmeal in my hair. By Jason A. Harter


## standards


FROM THE TOP 4
MAGIC WORDS 6
WIZARD NEWS 16
CASTING CALL 36
BASIC TRAINING 86
JUNK DRAWER 90
TOY CHEST 94
ACTION FIGURE PRICE GUIDE 98
HOMEMADE HEROES 108
PALMER'S PICKS 112
THE SKINNY 114
PICKS 118
TRAILER PARK 126
CHARACTER PROFILE 132
MANGA SCENE 136
CARD MARKET 138
CARD PRICE GUIDE 140
TOP 10 COMICS 144
MARKET WATCH 146
TOP 100 148
INTRO TO THE PRICE GUIDE 149
COMIC BOOK PRICE GUIDE 152
SHOWS & CONVENTIONS 198
MISC. STUFF 201
CBIQ 202
CROSSWORD PUZZLE 203
TOP 10 HEROES & VILLAINS 204
BULLPEN 206
WIZARD PROFILE 208

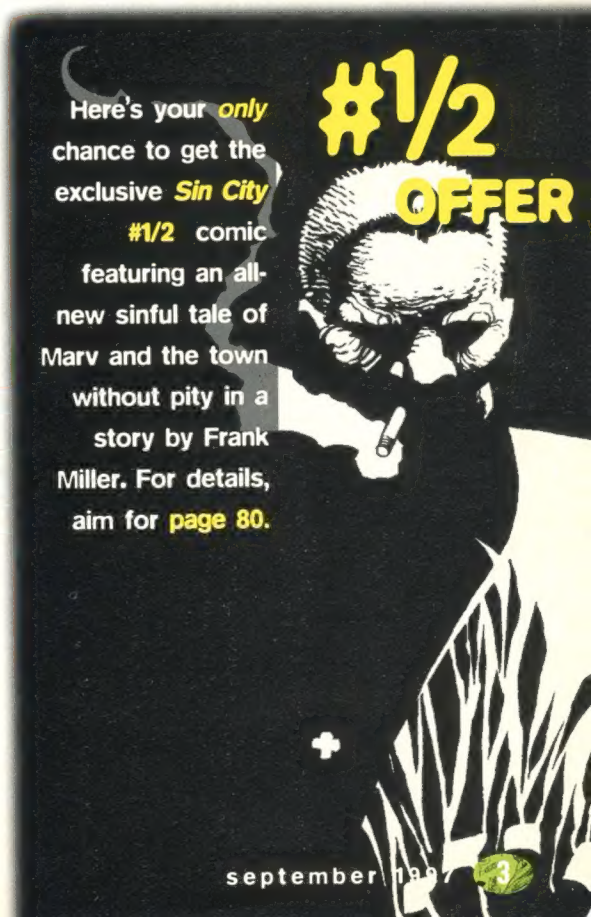

## contests


**84 SPAWN**
Win an authentic Spawn shovel movie prop from the "Spawn" movie and tons o' other Spawny goodies!

**110 SIN CITY**
Come up with the most original cause of death in Sin City, and win yourself an ultra-rare prototype of Dark Horse's Marv bust!

**124 RESURRECTION MAN**
Come up with the coolest superpower that Resurrection Man could possess and win original artwork featuring him using that power!


## EXCLUSIVE




Here's your *only* chance to get the exclusive *Sin City* #1/2 comic featuring an all-new sinful tale of Marv and the town without pity in a story by Frank Miller. For details, aim for page 80.

"HEE HEE, THAT TICKLES!"

Photo: Fred Pierce

## MULTIMEDIA COMICS

This is a big summer for comic books in the entertainment world. We've got "Spawn" on HBO, and in the movies, "Men in Black," based on a Malibu comic, a new Batman movie, and tons of other properties optioned or in development. And that's not to mention all the toys and video games coming out based on comic book characters. It's overwhelming, but it's great. It's a chance for many to see what we've enjoyed about comic books as far back as we can remember.

So far, the results have been great. "Spawn" is beating HBO's highest projection for ratings and New Line is going guns a-blazing to hype the movie, adding millions to the special effects budget at the last minute. "Men in Black," which I had the opportunity to preview almost a month early (thanks to Scott Rosenberg, former Malibu comics owner and Marvel exec), was a lot of fun. Thanks to DC, I had a chance to see the screening for "Batman and Robin," but I'll be in Atlanta—thanks anyway, Patty! I guess I'll have to pay to see "Batman."

Now, I'm off to E3 down in Atlanta to check out the latest and greatest in video and computer games. Talk about a fun job...

This month we have an awesome 16 pages on the "Spawn" movie. Make sure you go see it—I can't wait. We've also done something really cool this month with our cover. It ties directly into an editorial feature where we rate the Top 10 best superhero costumes, and we get to have some fun with it—you decide which costumes you like the best. Let us know how we did, and, of course, who we forgot. We've also got an underground look at the world of Sin City, a Q&A with DC's big gun Mike Carlin and lots of other great stuff.

Darkchylde is on our Chromium Card this month. We've had a lot of mail about her and her creator Randy Queen.

The *Sin City* #1/2 is one of the best #1/2 offers we've ever done. Frank Miller has done a tremendous job—make sure you get yourself one.

This month we have an *X-Files* #1 ACE Edition with a really cool acetate cover. Make sure you ask your retailer for it.

So there you have it, a great month of *Wizard*.

See ya,

Gareb S. Shamus

P.S. What did ya think of the new *ToyFare*?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**Wolverine & Co. Cover Art** Carlos Pacheco and Jimmy Palmiotti, colored by Liquid Graphics
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**WIZARD: THE GUIDE TO COMICS**, volume one, seventy-three (73), September 1997.

Please direct all editorial-related inquiries to Wizard Editorial Dept., 151 Wells Avenue, Congers, NY 10920-2064 (or Fax: 914-268-0053). Please direct all subscription-related inquiries to Wizard Subscription Dept., PO Box 658, Yorktown Heights, NY 10598. One-year subscription rate is $29.95 (Canada $48.00, all other countries $70.00). All payments in U.S. funds only.

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**WIZARD: THE GUIDE TO COMICS** (ISSN 1065-6499) is published monthly by Gareb Shamus Enterprises Inc., D.B.A. Wizard Press, 151 Wells Ave., Congers, NY 10920-2064. Periodical postage paid at Congers, NY and additional mailing offices. Additional Standard (A) Postage paid on enclosures. **Postmaster:** Send address changes to **WIZARD PRESS**, PO Box 658, Yorktown Heights, NY 10598.


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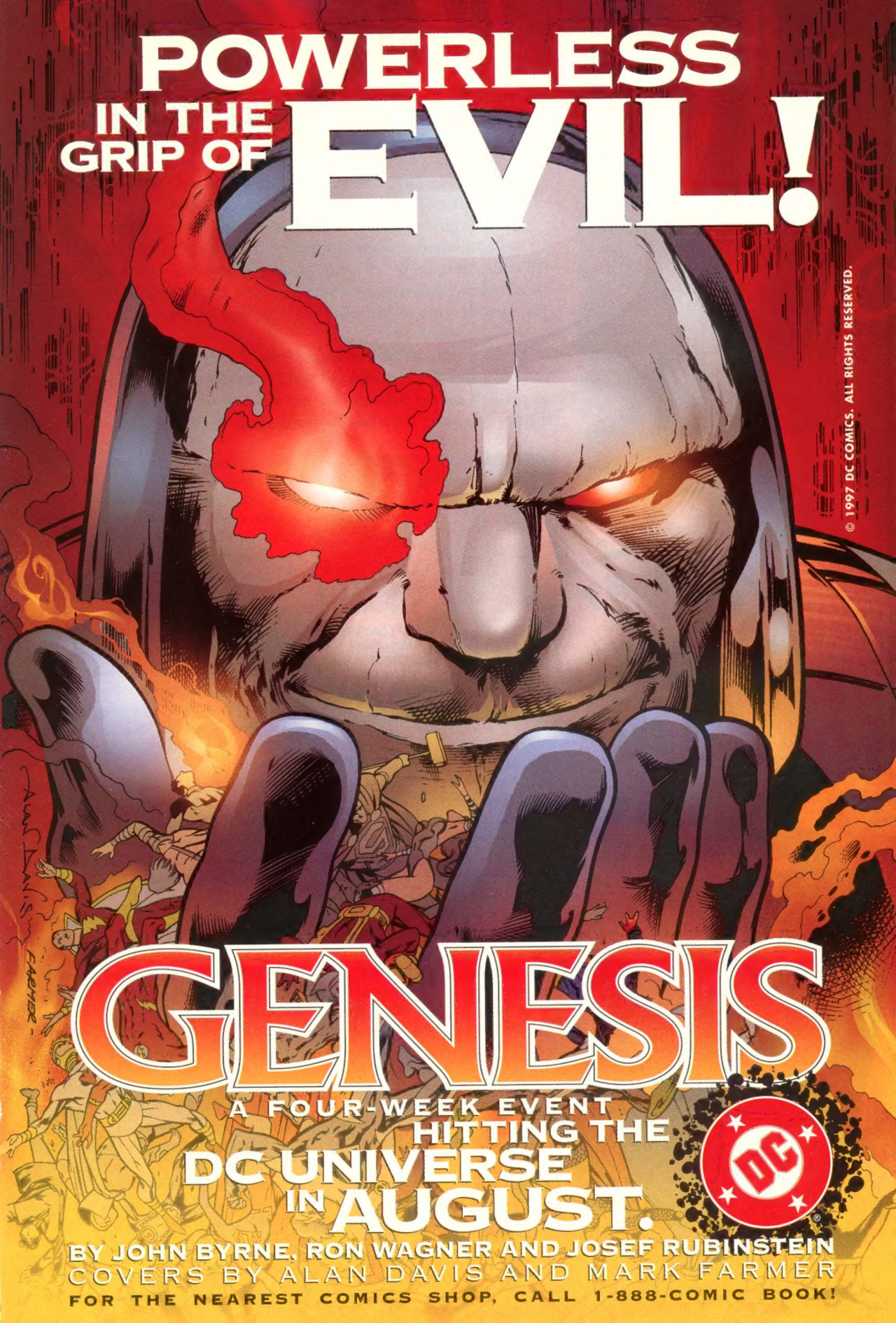
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# MAGIC WORDS

## Naked, Naked, Naked!

Whoa, Nellie! We got an absolutely massive-ass response to "Last Man Standing," the ranking of the 10 toughest heroes we ran in *Wizard* #70. Most everyone liked the article, and most everyone agreed that the Silver Surfer, our choice for baddest boy of the hero block, was indeed king of the heap. Most everyone also disagreed with various choices of ours for the heroes ranked from #2 through #10.

And then you've got Beau Smith. Beau's an...*opinionated* fella who's a sales and marketing goombah for Todd McFarlane Productions. He's also been known to write a comic or two, like the recent *Batman/Wildcat* mini-series he co-penned with Chuck Dixon. He's also got a set of ideas all his own. We'll let you sample the wisdom of Beau in the leadoff hole.

And oh, yeah. What's with that "naked" headline? Well, it'll take us a few pages to get naked, but you'll notice that by the time we get to the end of this column, the last three letters share a common theme. You crazy kids. Get yer minds outta the gutter already!

**Dear Wizard,**

I just read "Last Man Standing" in *Wizard* #70. Let me give you my thoughts, speaking as a Real Man:

Your subtitle "*Wizard* Ranks the Toughest Superheroes in Comics" was a poor one. The word "toughest" should not have been there. It has nothing to do with the article. You listed the most powerful heroes, but not the toughest. There's a big difference.

Superpowers don't always mean someone's super-tough. If you're gonna list the toughest, you've got to list the heroes who've got that down-'n'-dirty, blood-'n'-guts, spit-nails and don't-you-curse-my-dog attitude and bring it to every fight they're in, whether the bad guy is Galactus or the Weather Wizard.

My biggest complaint about your list was the fact that Silver Surfer was number one. There's no way. He's too neurotic, and too much of a tree-hugger to make tough decisions when the wall is comin' down. Superman? Bad choice. The guy can't even control his wife. Lois should have been there ahead of him. The Flash? He's not a fighter. He's a hero with a gimmick. Professor X, Firestorm and Dr. Strange? Come on. I'm not even gonna waste words on them.

Like I said, the problem is that you named this article wrongly. If you want a quick list of heroes that are really the toughest, I'll give you one. In no particular order:

1) The Thing. Ben Grimm is as tough as his hide. You'd have to kill him before he'd give up. The boy has a rhino heart.

2) Guy Gardner, Warrior. Yeah, so I used to write him. With or without powers, Guy is the John Wayne of the superhero world.

3) Nick Fury. He's whupped Nazis, commie spies, and half of the supervillains in the Marvel Universe. His beard stubble is tougher than all the Avengers put together.

4) Wolverine. Only Fury is close to him in the tough department. Ol' Logan's got the soul of a wild animal.

5) Wonder Woman. Well, ya got one right.

6) Savage Dragon. Nobody can bleed, get knifed or get shot better than the Dragon. He's durable. You'd have to nuke this boy to put him out.

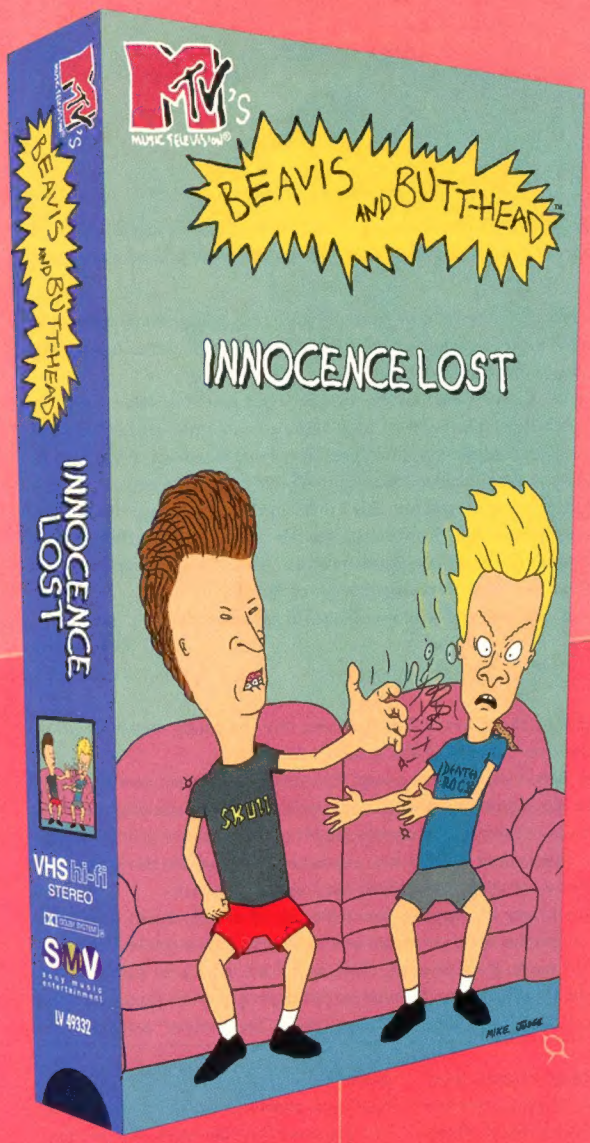
7) Hawkman. The original one. Big, strong, silent type. The cop from outer space.

8) Batman. His idea of a hobby is to stick himself with a knife to see how long he can stand the pain. He's the G. Gordon Liddy of heroes.

9) Wynonna Earp. Oh, yeah. Uh...I write her too, don't I?

10) Captain America. If I have to tell you why he's one of the toughest, then you shouldn't be reading this.

THESE LETTERS ARE GUARANTEED HAND-PICKED FOR FRESHNESS

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Now gimme your milk money!

**Beau Smith**
**Todd McFarlane Productions**

***Wynonna Earp? I mean,* Wynonna Friggin' Earp?**

***Beau does bring up a decent point. Our article featured the true powerhouses of comics, not necessarily the ones who were the most rugged and tenacious. Beau did a good job of listing the true warriors, but I'll tell ya one thing: In a good ol' fashioned, knockdown, drag-out, I'd take the* Wizard *list over Beau's list any day.***

***After all, he's got Wynonna Earp on his squad. Sheesh. Just goes ta show ya, folks: It takes all kinds.***

**Jim:**

Just wanted to drop you a letter with regards to "Last Man Standing" in *Wizard* #70. When I saw that it was a ranking of the toughest heroes in comics, I thought for sure that self-promoting shell-of-a-man Beau Smith would have wedged at least one of his lame characters into the lineup. That you blackballed his butt out of there gives me newfound respect for your magazine. Keep up the good work, and keep Beau Smith out of *Wizard*.

**Lou Bank**
**VP, Sales and Marketing**
**Dark Horse Comics**

***Oopsie.***

**Dear Jim,**

In the *Titans: Scissors, Paper, Stone* one-shot, the cover shows main character Witchy-Poo throwing around some energy that has a Japanese symbol in the middle. She also speaks Japanese in the comic before casting a spell. What's that symbol and what the heck is she saying?

**Gabriel Ramos**
**San Juan Bautista, CA**

***According to American manga master Adam Warren, the writer and artist of* Scissors, Paper, Stone, *"The symbol is the Japanese symbol 'shi,' the same as that bad girl's name. It means 'death' when translated into English." Most of the Japanese language in the book itself has no particular meaning. Warren says, "It's just a bunch of words thrown together for effect. The Japanese often do the same when they put an American sign written in English in a background. It's just nonsense words thrown together, and this was kind of my tribute to what they do."***

# THE BUNNY AWARD

be afraid

Jim takes one of his favorite letters of the month and spotlights it here. There's no logic attached to this, nor is there a prize.

**Mr. McLauchlin,**

As a longtime comic collector, I am all too aware what my chances with the ladies are. But after some profound luck, I've actually come into a position to become romantically involved with a member of the opposite gender.

But like in every good story, there must be a villain. In my case, this villain comes in a decidedly hideous form. By employing the use of various mind games and all forms of treachery, he somehow wormed his way into a position of extreme favor in the eyes of the object of my affection. When confronted regarding this matter, he responded in a most disturbing fashion, claiming, "I own her. She's mine and I'll do anything to keep her, even if it means blatantly lying to her." Prior to this horrific event, I thought dialogue like this could only be found on the pages of a Batman comic. Which brings me to my question: How would Batman deal with this most devious of fiends?

I'm in over my head, and only the wisdom of Batman can untangle this mess.

**Lee Erickson**
**La Crosse, WI**

***Then we'll go straight to the source: Chuck Dixon, the man who writes Batman every month in* Detective Comics. *Take it away, Chuck...***

***"This guy sounds like a world-class creep. But follow Batman's example and don't sink to his level. No matter how devious or lowdown his enemies are, the Dark Knight sticks to his code of morals and always comes out on top. He usually allows the bad guys to trip themselves up. It's the character flaws within the Joker, the Riddler and Bane that wind up putting them back in the slammer.***

***"Liars always have a way of tripping themselves up. If all this clown does is lie through his teeth, and you just keep your cool and be yourself, then the lady in question is bound to see the truth. If she doesn't, then maybe she wasn't for you after all.***

***"One other thought, though: Maybe Batman isn't the right guy to ask for dating tips."***

***Maybe not, Chuck. But he's more interesting than "Dear Abby" any day.***

**Dear Jim McLauchlin,**

Hey! I was under the impression that Swamp Thing and Animal Man were Vertigo characters. But they're suddenly showing up in *Aquaman*, a DC Universe title. Does this mean that the DCU and the Vertigo universe are the same? If it is, can Preacher tell Superman to "Go @*!& yourself!," and Superman would have to do his best Sheriff Root impression?

**Rusty Rittenhouse**
**Athens, OH**
**ae442@seorf.ohiou.edu**

***Not exactly. According to Karen Berger, executive editor of the Vertigo line, "The DCU and Vertigo do not share the same universe. But there are certain characters that can comfortably fit in specific books in both lines, and the editors of those books coordinate that stuff appropriately. And for your information, Vertigo***

*creator-owned books like* **Preacher** *stand by themselves, and do not even connect to other Vertigo titles."*

**Hello,**

In comics today, there are many characters associated with World War II, the Korean War and the Vietnam War. As time goes on, what will happen to the origins of our characters? I mean, come the year 2000, will Tony Stark have met a soldier named Jim Rhodes in Desert Storm instead of Vietnam?

**Allen Transier**
**Osgood, IN**

***Probably. In fact, things like this are already happening. Marvel's Mr. Fantastic and Thing once had a history that included army service in World War II. When Fantastic Four #1 came out in 1961, The Big One had occurred only 16 years ago. It made sense to make Reed and Ben WWII vets. But that is the case no longer. The FF members' WWII history has been written out of their past.***

**Dear Wizard,**

Can you please list Ian Churchill's and Carlos Pacheco's work?

**Mel Semper**
**Covina, CA**
**RSemper818@aol.com**

***Sure.***

***Ian Churchill drew the Deadpool mini-series for Marvel in 1994 and followed that up with a sporadic run on Cable that included 14 issues between #20 and #39. He recently penciled the "Heroes Reborn" Avengers (#4-#7) and launches The Coven, a creator-owned four-issue mini-series from Awesome Entertainment, in August.***

***Comics produced for an English-speaking audience by the Spanish-speaking artist Carlos Pacheco include four issues of Flash (#93-#94, #99-#100) for DC Comics, and the Bishop, Starjammers and X-Universe mini-series for***


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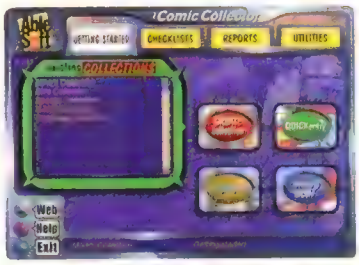


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Formerly The Comic Collector 97


## Hey! It's Pen Pals

Make a friend! Send your name, address, age, gender and three favorite titles to Pen Pals, c/o the "Magic Words" address on page 12 (put your age on the envelope) or e-mail your REGULAR ADDRESS INFO to MarcEditor@aol.com. If you want your Internet address listed instead, the only way to do this is to post your info in the Pen Pals board on America Online's "Wizard World" forum (keyword: Wizard; look under "Wizard Message Boards").

**P E N P A L S**

**Shanna Clark**
Age: 14 Sex: Female
Rt. 1, Box 1415
Kingwood, WV 26537
Likes: *X-titles, Spider-titles, Hulk*

**Sean McDermott**
Age: 15 Sex: Male
2932 Springfield Dr.
Tallahassee, FL 32308
Likes: *Shi, The X-Files, most Image titles*

**Bobbie Price**
Age: 15 Sex: Male
1200 Fairlakes Pl.
Mitchellville, MD 20721
Likes: *X-Men, Hulk, Wolverine*

**Mark Braehler**
Age: 25 Sex: Male
Unit 6-31, Mt. Pleasant Rd.
Nunawadina Vil. 3131, Australia
Likes: *Wolverine, Ghost Rider, manga*

**Kevin Perdue**
Age: 17 Sex: Male
101 Harris Hill
Worcester, VT 05682
Likes: *Gen13, Dawn, Vampirella*

**Stacey Ann Reynolds**
Age: 19 Sex: Female
P.O. Box 294
Ravenel, SC 29470
Likes: *X-titles, Shi, Lady Death*

**Tim Rhoads**
Age: 19 Sex: Male
P.O. Box 482
Dahlgren, VA 22448
Likes: *Shi, Japanimation, drawing comics*

not done yet...

***Marvel Comics. Pacheco is more famous for his runs on* Fantastic Four *(#415-#416) and* X-Men *(#62 to present). He's also got some unpublished work to his credit. "The first thing I ever did for Marvel," he says, "was a* Dark Guard *six-issue mini-series for their United Kingdom operation. But only the first four issues were published before the plug was pulled on Marvel UK. The rest never made it out."***

**Dear Wizard,**

Those who want a good laugh should check out some early issues of Marvel's parody title *What The?!* In addition to some hilarious stories, take a close look at who did the art: Jon Bogdanove, Steve Ditko, Erik Larsen, Larry Stroman, Whilce Portacio, John Byrne, Dale Keown, Joe Quesada and Jim Lee. Heck, I even found a story written and drawn by (Are you ready for this?) Scott Lobdell of X-Men fame! My question is: Were these guys looking to do these stories or were they asked to work for *What The?!*

**Chad Wm. Porter**
**Weston, Ontario, Canada**

***A little of both. According to Lobdell, "The editors did a great job of getting top talent on the books in the early days, but it degenerated after a while. By the later issues, if you delivered a pizza to Marvel and could hold a pencil, you could do a* What The?! *story."***

***And any completists out there looking for Scott Lobdell's art need look no further than the "Obscurity Legion" story in* What The?! *#9.***

**Dear Wizard,**

Why am I not able to get a subscription to Gen13? I have looked in all the Gen13 comics I've got and haven't found a subscription ad or anything! Is there any way I can get a subscription?

**Rick Buswell**
**Caryville, FL**

***Says Jeff Mariotte, big marketing Kahuna at WildStorm Productions, the company that publishes Gen13, "We believe that offering subscriptions would take money out of the pockets of comic book stores. Most stores are willing to pull and hold comics that you specifically reserve, and there are some good mail-order companies from which you can order if there are no comic stores in your neighborhood. We recommend you 'subscribe' to Gen13 in one of those ways."***

**Dear Jim,**

I unload trailers for a living at Wal-Mart Super Center #734. My retail job demands that I ask the following question: Does Santa rule the North Pole with an iron fist?

**Tommy Ahr Jr.**
**Daleville, AL**

***I once worked retail myself. I feel for you, my brother-man. The answer to your question goes like this:***

***Santa is The Man. He oppresses our pointy-eared proletarian brothers and tries to crush them under his jackbooted heel. All the while, his propaganda machine cranks out a squeaky-clean image to the duped masses. A righteous elf should throw his wooden shoes into the toy-making machinery, seize the means of production and kick that fat boy's bloated ass in the ocean. After all, it is the elves who do all the work. Why should they not be rewarded? The message is clear: Organize, or live as a pawn of The Man forever! Power to the people! Solidarity forever! The union makes us strong!***

***Hot damn, I'm worked up! Which way to Shamus' office?***

**Dear Wizard,**

Are there any more Cyberfrog stories coming soon? What about merchandise?

**Peter Allen**
**Espanola, Ontario, Canada**

***Cyberfrog stories will be coming at you with greater frequency this fall, when Cyberfrog becomes a monthly, gearing up from its previous...erratic publishing schedule. Cybercreator Ethan Van Sciver also says that Cyberfrog merchandise is in the works, although no product deals have been finalized yet.***

**Dear Jimmy-Poo,**

1) Your magazine has two different covers. Is this a "direct market/newsstand" thing or a "variant cover" thing?

2) If you went into a store wearing shoes and a shirt, but no pants, would you still get service? Those signs say nothing about pants!

**Nikki "Nixter" Davis**
**Baraboo, WI**

***1) It's both. Or neither. Your choice. Basically, we like to run covers once in a while—like the Preacher cover on* Wizard *#71, f'r instance—that are not recognizable to the more general newsstand audience. The newsstand responds well to Batman and Spider-Man 'n' stuff, but probably wouldn't recognize Preacher if he popped up in their soup. Still, Preacher is pretty darned cool and we know that the comic shop crowd will respond well to Preacher. So we do a Batman cover for the newsstand for* Wizard *#71 and let comic shops order their choice of Batman or Preacher covers.***

***2) You sound like someone who's been arrested at least once.***

***Two asides: 1) Baraboo is the home of the Circus World Museum, a great tribute to traveling circuses throughout American history. If any of you are in the neighborhood, I highly recommend***

## PENPALS

**Josh Spangenberg**
Age: 12 Sex: Male
308 Brownell Street
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**Matt Malone**, 14/m
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**Heather Ebrecht**, 17/f
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*The Crow, Vampirella, Wolverine*

**Bryant Lenoir**, 21/m
ace lenoir@aol.com
*X-Men, Fantastic Four, Wolverine*

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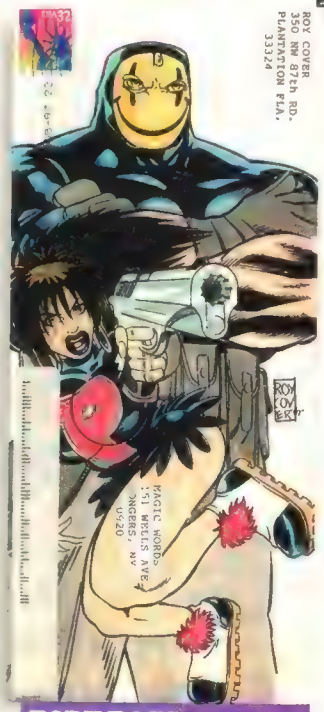
# LETTER ART

Fans who got their letter art printed this month will each receive two issues of *X-Force* autographed by Adam Pollina, plus a copy of this issue of *Wizard* signed by the entire *Wizard* creative staff! The creator of the best envelope wins an *X-Force* sketch by Pollina, plus the comics and signed issue! (Thanks for the stuff, Adam!) Artists: Please include a clearly printed return address and **a list of characters depicted** on the **back** of your envelope.

envelope of the month

**FAIRCHILD**
**Arne Ratermanis**
San Diego, CA




**BODY BAGS**
**Roy Cover**
Plantation, FL

**BATMAN & THE JOKER**
**Herminio Lugo, Jr.**
The Bronx, NY

**GYAN'S TOYS** **Phillip Quaglino** Metairie, LA

we're in the home stretch...

**THE PRIZE**

***you check it out; and 2) Don't call me "Jimmy-Poo."***

**Dear Wizard,**

1) If the spandex suits that super-characters wear show every crevice of the bicep and each muscle of the abdomen, why don't they show underwear lines? Or do heroes "go commando" while saving the universe?

2) Most importantly, why in the heck aren't there any nipples on the Batgirl costume in the new "Batman and Robin" movie? Both the male heroes show theirs.

**Tyler Freidenrich**
**Irvine, CA**

***1) Would somebody please explain to me what the hell "going commando" is and where that term came from?***

***2) Methinks the movie would go straight from PG-13 to NC-17 in no time flat.***

**Dear Jimbo,**

Do you sleep in the buff?

**Art Bukowski**
**Grosse Pointe Park, MI**

***There really is a Grosse Pointe Park? Like in the movie?***

***Anyhoo, I sleep in the buff only when it's really hot or when I have a good reason to do so. Geez, it's been a while since I've had a real good reason to do so. Maybe I'll go find one.***

***That must be my cue. Until next month, I remain...***

***—Jim McLauchlin***

---

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TOY BIZ

# LOBDELL, MADUREIRA TO LEAVE X-TITLES

## Creative shuffle as Marvel shakes up X-Universe

The domino effect is in full force at Marvel Comics.

**Scott Lobdell**, writer of two of today's best-selling comics—***X-Men*** and ***Uncanny X-Men***—is giving up the coveted X-titles. **Joe Madureira**, the hyper-popular penciler of *Uncanny*, is leaving in tandem with Lobdell. And the fallout from these maneuvers will restructure creative teams all across the X-Universe.

Marvel has announced that **Joe Kelly** (*Deadpool*) signs on as *X-Men* scribe with #70, shipping in October, while **Carlos Pacheco** remains on as *X-Men* penciler. A full writer/artist switch will then take place on *Uncanny X-Men* after October's #350, Lobdell and Madureira's last issue. **Chris Bachalo** (*Generation X*) has been tapped as the new *Uncanny* penciler, tentatively slated to begin his run with issue #352. No writer for *Uncanny* has been announced yet.

The reason for Madureira's departure is simple.

"To be honest, I don't know if I can do anything else with the X-Men in the next few years," he said. "I don't love the characters like I did when I started. I have to challenge myself with something that excites me a bit more. I don't think I'm doing my best work on *Uncanny* any more, so it's better to move on. I'm looking to do a new creator-owned project, probably in late '97 or early '98."

Lobdell is leaving the X-books to take on the writing chores of Marvel's *Fantastic Four* when the title returns from the "Heroes Reborn" alternate universe in November. He says he wants to "concentrate on the FF characters and build a franchise there. I've been writing X-Men for seven years and it's just time to move. Personally, I think the books have been really good lately and I want to go out on a high note. *Uncanny* #350 is a major turning point, and it should make for a good jumping-off point and a good start for the next guy."

To clear his schedule in preparation for *Fantastic Four*, Lobdell has already signed off as writer of *Generation X* (James Robinson has been filling in with a planned four-issue stint). Lobdell's departure leads to **Larry Hama** (current *Wolverine* writer) taking over as *Generation X* writer, with October's issue #33. Then, **Steven T. Seagle** (*Alpha Flight*) becomes the regular *Wolverine* writer with either November's #120 or December's #121.

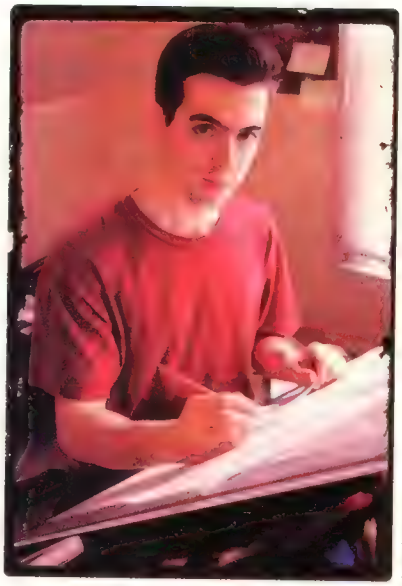

Photo: Gabe Palacio

**Lobdell (below) and Madureira are concentrating on other projects this fall.**

All these changes result in a bevy of new opportunities, particularly for Kelly, who's been generating a lot of fan interest with runs on Marvel's *Deadpool* and *Daredevil*. But while Lobdell wrote both X-titles, Kelly will write just one.

"My understanding is that they want two different voices on the X-Men now," Kelly said. "And I'm still kind of the new kid. I think they'll find someone more established for *Uncanny*." Still, Kelly is jazzed for his new assignment. "It's exciting," he said, "but I still don't really know why I'm here. [Marvel Editor-in-Chief] Bob Harras just asked if I would be interested. There was an X-Men writer conference that I sat in on to put in my two cents' worth, because Deadpool is on the periphery of the X-Universe. We had a lot of good discussions there, and I guess that helped me."

Kelly has been plotting out the

**New X-writer Kelly promises more focus on new members like Maggot (left) and Dr. Reyes.**

future of *X-Men* and promises a stronger focus on newer characters like **Maggot**, **Dr. Reyes**, **Joseph** and **Marrow**. Beyond that, he says, "my general plan is to focus more on character conflict than crazy fights. That's where my interest lies. I want to bring in humor, which I think is one of my stronger points. Hopefully, I'm going to maintain a roller-coaster ride. Whether that means crazy action from one page to the next or an intense soap opera, I don't know yet."

X-fans should get a fair amount of action and soap opera both, as the X-Men will have to deal with the loss of all their possessions after Bastion's takeover of their mansion in "Zero Tolerance" and the "Trial of Gambit," where the X-Men confront the Cajun mutant about his dark past, slated as *Uncanny* #350's turning point.

Meanwhile, Larry Hama is looking forward to ending a seven-year run on *Wolverine* and, hopefully, shedding his typecast image as a writer who only does tough guys.

"It's sort of a relief to move on and demonstrate that you can write something else," Hama said. "I spent 14 years on *G.I. Joe* before I could convince an editor I could do something other than military stories, so writing the Gen X team should be a good change."

Hama is still learning the characters, but is sure that he wants *Generation X* to be tighter. "I like to have things tied up. What needs to be done with this title is smaller stories, maybe only two or three issues in length," he said. "And more than anything, this team needs a strong reason to be around. The book has just been a strange breakdown of character interplay. I'm going to give them a mission."

And while Steven Seagle is flattered to be asked to take over Hama's old *Wolverine* job, he's approaching it with a bit of caution.

"It's a prize assignment, and I was *floored* that Harras would offer it to me, since I've only done one real job at Marvel, and that's *Alpha Flight*," said Seagle. "Because I'm very committed to my work on Vertigo's *House of Secrets* and *Sandman Mystery Theatre* as well as the relaunch of *Alpha*, I told Bob I was worried about trying to fit a fourth monthly into my schedule. The solution we came up with is for me to write one story arc of *Wolverine* as a trial run. If I can manage it without my other work suffering, and also do some good for Wolvie, then we'll talk about whether I should continue as regular writer."

Seagle is currently immersing himself in the character, but may very well be looking to bring big changes to the title quickly. "I'm still reading the old issues and I'm going to read the entire run before I start," he said. "But one aspect I'm concerned with is the question of adamantium and the return to the old Wolverine we've come to know. I'm interested in addressing that if Marvel is interested in letting me address it."

■ *Jim McLauchlin & Matthew Senreich*

"Call me 'Pebbles,' will ya?!?" roared self-conscious, tight-briefed behemoth. "Before those damn cosmic rays hit me I was [illegible]!"

George Clooney and Arnold Schwarzenegger spotted at premiere of "Batman & Robin." "Man, those ILM guys should win an Oscar for making those old has-beens look so good on screen," commented startled fan before being squeezed by Joel Schumacher.

Generously endowed dog forced to cover his privates. "Twas me or a regular poochie," commented badly stereotypical Scottish neighbor. "Twas a wild-eyed devil-beast with an insatiable appetite an' an eye I've [illegible]!"

**ahead**

**JIM LEE'S NEW MARVEL BOOKS!**

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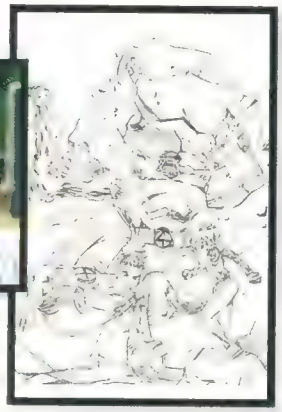
**AND COMPANY UPDATES!**

# Lee's 'Heroes Reborn' Tenure Extended to 13 Issues

**Jim Lee** is finding the number 13 a lucky one.

The 12-issue "Heroes Reborn" deal that gave former Marvel artist Lee creative control over Marvel titles *Avengers*, *Captain America*, *Fantastic Four* and *Iron Man* has been extended for a 13th month.

"I think Marvel wanted to give themselves more time to work on the whole 'Heroes Return' storyline," said Lee. "And since their *Heroes Return* mini-series isn't coming out until October, I think they saw a gap in their publishing schedule."



Mike Wieringo (above) will draw *Fantastic Four #13*.

The 13th issues are scheduled to hit stands in four consecutive weeks throughout September, with all four written by **James Robinson** (*Starman*, *Cable*). Mike Ryan continues penciling *Avengers*, while Ron Lim (*Silver Surfer*) pencils *Captain America*, Mike Wieringo (*Sensational Spider-Man*) pencils *Fantastic Four*, and Larry Stroman (*X-Factor*) takes on *Iron Man*.

The only problem for Lee? How to follow a massive "Heroes Reborn" Galactus-battle crossover story that gets tied up neatly in the #12 issues.

"How do you top all the heroes battling Galactus?" Lee asked. "We didn't want to lessen the impact of that by having the heroes battle someone else who was going to destroy the world the month after. So the story in the #13s will be completely different."

The 13th issues will deal with the ramifications of a rift in the Negative Zone, as it reshapes the "Heroes Reborn" Marvel Universe and the WildStorm Universe into a single shared universe. "The take is that the Negative Zone has shuffled the two universes together and this is what you get. We won't have amalgamated characters, but rather members of both universes existing together as if they always have. It's kind of a pocket universe within a pocket universe."

So when the 13th issues finally come to a close, what will happen to this brand-new pocket-pocket universe? "As far as I know, there are no plans to destroy it," said Lee. "Since it won't have an impact on the 'Heroes Return' storyline, it's being set up so it can possibly be revisited in the future." ■ *Matthew Senreich*

# Jim Lee's Marvel Universe Stable Grows

**Jim Lee**'s corner of the Marvel Universe is growing. Last month, *Wizard* reported that Lee would be overseeing three launches of old Marvel characters in new titles—***Defenders***, ***Dr. Strange*** and ***Nick Fury***. The list is now at four titles, with the addition of ***Punisher*** and may grow even more.

Lee, who says he will act in an "executive producer" role to conceptualize ideas and hire creators to carry them out, is acting within the confines of a decidedly non-"Heroes Reborn" plan. The books will take place in the one-and-only unified Marvel Universe, but Lee still plans to shake things up.

"I've been toying with the idea of doing a female Punisher," Lee said. And that's just the tip of the iceberg in terms of things Lee is going to change. Remember when the Punisher killed Nick Fury? Well, there's more to it.

"Nick Fury faked his death, and the Punisher was in on it," Lee said. "That's part of the reason that Frank Castle is no longer the Punisher."

According to Lee, Fury faked his death to go underground and prepare S.H.I.E.L.D. to take on larger, perhaps extraterrestrial, threats.

*Dr. Strange* is but one title Lee will take over.

The plan is for these and many other changes to start in November with the launch of *Dr. Strange* and *Nick Fury*. Then, said Lee, "*Fury* will lead into the new *Punisher*, and *Strange* will lead into the formation of *Defenders*, both of which should start in December."

Creative teams are not in place yet for any of the new launches, with Lee saying that he's in the process of "still scouting out or nailing down creators" for all the projects. But he also said that one thing is clear in his mind: the lineup for *The Defenders*.

"They'll be a Defenders that are very traditional, that people are used to seeing," said Lee. The group is slated to revolve around **Dr. Strange**, **Namor** and the **Hulk**, with **Silver Surfer**, **Valkyrie** and **Ghost Rider** also showing up. So might this lead to Lee taking on a *Ghost Rider* title? "They [Marvel] don't want me talking about that yet, so I won't," said Lee. "But he will be part of *The Defenders*, so we'll see." ■ *Jim McLauchlin*

## BUZZ BOX

### The inside scoop on the comic industry

• **Welcome to the X-LA!** Word on the street is that Marvel and DC Comics are planning an X-Men/JLA crossover project for late '97. Rumored artist? None other than *Uncanny X-Men*'s Joe Madureira. It may well be his swan song with the characters. (See lead news item).

• **Speaking of Madureira...** The artist said he'll be moving on to a creator-owned project. The only question is, where? Buzz hears that WildStorm Productions is Madureira's early favorite.

• **Artist Reborn?** Well-placed spies tell us that Alan Davis, the man penciling the "Heroes Return" *Fantastic Four*, may only be on the title for a three-issue stint. Marvel Comics has no comment nor any word on potential artists for issues #4 forward.

• **Lobdell Does His Thing!** Scott Lobdell is writing the "Heroes Return" *Fantastic Four* and may want to consolidate his hold on the FF franchise by bringing back *Marvel Two-in-One*, a team-up title starring the ever-lovin' blue-eyed Thing. No official word has come from Marvel as of yet.

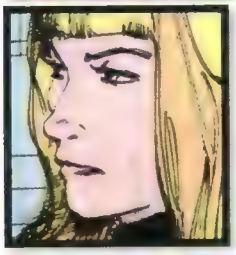
• **The Return of the Legend?** Maybe. After a two-decade hiatus, Buzz hears that Jim Steranko, the man responsible for bringing the cinematic approach to comics with his work on *Nick Fury, Agent of S.H.I.E.L.D.*, may return to comics with a 1998 project published by Image.

• **New Address for Astro City?** It's possible. Word is that DC Comics is so in love with Kurt Busiek's *Astro City* that the company has a standing offer on the table to publish the title should Busiek ever decide to leave Homage Comics. No word yet on any change-of-address forms.

## CORRECTION!

Oops! We incorrectly reported in *Wizard #71*'s "Summer Sizzlers" feature that *The Darkness #7* had seven variant covers. It in fact has only one cover.

# 'NEW MUTANTS' FOCUSES ON PAST AND PRESENT



Meet the New Mutants. Same as the old mutants?

Not exactly, but close. In a four-issue Marvel Comics mini-series beginning in September, writer Ben Raab (*Excalibur*) and artist **Bernard Chang** (*Daredevil/Deadpool '97*) bring us a tale of New Mutants both past and present.

The story begins in the past, as most of the original New Mutants—a team of young superheroes training to be X-Men—get into a game of "truth or dare" one rainy night that gets way out of hand. New Mutant **Illyana** (a.k.a. Magik) opens a window to the future and dares her teammates to look at their futures selves.

"This takes place after Illyana comes back from limbo in *New Mutants* #14 [published in 1984]," said Raab. "She's learned how to travel time. But when the team looks at the future, they discover that not all of them are there." Specifically, Illyana is dead, having succumbed to the Legacy virus in *Uncanny X-Men* #303 (1993). "So the rest of the team sets about moving to change things," said Raab. New Mutants **Cannonball**, **Mirage**, **Sunspot**, **Wolfsbane** and **Cypher** jump into the future (a.k.a. the present-day Marvel Universe) to change history.

When they arrive, they land plop in the middle of a gathering where their future selves are having a New Mutants reunion. The former New Mutants, now members of X-Force and Excalibur, are a bit surprised to see their younger selves, who want to enlist their aid to save Illyana.

So does this mini-series pave the way for the resurrection of Illyana? Don't ask Raab, his lips are sealed. "I don't want to give it away because that's the big question for the final issue," he said. "We know lots of fans want her back. We know many others *don't* want her back. We've also worked in a few details—not yet approved by the editors—with some far-reaching ramifications. We just hope people are surprised and pleased at the ending." ■ *Paul M. Anderson*

**Old meets New Mutants (from the top): Cannonball, Mirage, Sunspot, Wolfsbane, Magik and Cypher.**

# LOEB/CHURCHILL REUNITE FOR AWESOME NEW MINI-SERIES

The Coven is "Scooby Doo meets the X-Men."

**Jeph Loeb** and **Ian Churchill** are ready to launch their Awesome new comic project.

Former *Cable* and "Heroes Reborn" *Avengers* creative team Loeb and Churchill reunite to create a new mini-series at Awesome Entertainment called ***The Coven***. Scheduled as a four-issue mini-series, the first issue debuts in August, with an all-new mystical superteam.

"It's like Scooby Doo meets the X-Men and Doctor Strange," said Churchill. "This is a real-world based series with elements of the supernatural mixed in. Their clothes will change with each issue, they'll need to go to the bathroom and other fun stuff like that."

*The Coven* focuses on a young woman codenamed Phenomena and her newfound ability to detect supernatural happenings in the world. Through her frightening new powers, Phenomena comes across a group of other supernatural beings (Black Mass, Scratch, Fantom and with issue #2, Spellcaster) calling themselves The Coven. Persuading Phenomena to join the team, the Coven uses Phenomena's powers to help them find five ancient mystical artifacts that contain the power to forever change the universe.

"What makes this series fun is that we're dealing with a team that is still learning their powers as they go along, and watching how they learn to use them," said Loeb. "Making problems worse, there is a dark and evil supernatural team called the Pentad, that is trying to get these artifacts too.

"Given the general interest in 'X-Files' and 'Millennium,' we believe *The Coven* is a hot property," continued Loeb. "The point of Awesome Entertainment is to see where we can take our properties in terms of motion pictures and television and, hopefully, we'll announce something along that line with *The Coven* before we even announce the next mini-series." ■ *Matthew Senreich*

## CYCLOPS/RIKER COMPARISON

A couple of months ago, Marvel Comics' release of the *Star Trek/X-Men* one-shot was a surprise hit. Think Marvel might go for a sequel pairing everyone's favorite merry mutants with Star Trek's "Next Generation" cast? If Marvel does, you might have a hard time telling X-leader Cyclops and "TNG" first mate Will Riker apart. Take a look at all the similarities. ■ *Jason C. Dunn*

Everett Collection

| CYCLOPS | RIKER |
|---|---|
| Born in Alaska. | Born in Alaska. |
| Mother died when he was still a child. | Mother died when he was still a child. |
| His father, Christopher Summers, was a military man. | His father, Kyle Riker, was a Starfleet man. |
| His brother, Havok, is jealous of him and now leads the terrorist group The Brotherhood. | His transporter-made clone, Tom, is jealous of him and is now a member of the terrorist group The Maquis. |
| Excellent pilot, brilliant strategist. | Excellent pilot, brilliant strategist. |
| Takes his marching orders from Professor Charles Xavier, a bald guy. | Takes his marching orders from Capt. Jean-Luc Picard, a bald guy. |
| Traveled time with his wife to stop the threat of Apocalypse. | Traveled time with his crewmates to stop the apocalyptic threat of the Borg. |
| Bagged and married a buxom redhead who has mental powers. | Bagged and dated a buxom brunette who has mental powers. |

## 'Ascension' Rises for Top Cow in Fall

Top Cow Comics veterans **David Finch** (*Cyberforce*) and **Batt** (*Darkness*) ascend to something great in September—a brand-new title and creator ownership.

Top Cow rolls out *Ascension* as an ongoing monthly with Finch as co-writer and penciler, and Batt as co-writer and inker. The title, according to Finch, "is the story of a scientist and a soldier who get caught up in a conflict between two ancient races." The races are the scientific Mineans and the warlike Dayaks, both of whom are after the pages of a supernatural, arcane book.

"The races exist on kind of an alternate plane," explains Batt. "They're half in phase with us, but even though we can't see them, they're still affected by our environmental mistakes."

Such a mistake was made at Chernobyl, the Soviet nuclear accident of about a decade ago. Enter our two main characters: Andromeda and Lucien. "Andy is a female scientist investigating the after-effects of Chernobyl," said Finch, "and Lucien acts as her bodyguard."

The Mineans and Dayaks cross over into our world at Chernobyl looking for pages of the book, but Andromeda and Lucien have already been exposed to the pages, which gave them bizarre powers. Andromeda is now a telepath, while Lucien's a super-strong winged powerhouse. Both are thrown into conflict with the villain-in-attendance, Vladimir Gregorieff, Andy's boss, who's also been affected, most negatively, by the powerful pages.

Being a series owned by Finch and Batt, *Ascension* will be distanced from the rest of Top Cow, at least initially.

"We're very separate for now because we want to set everything up," said Finch. "We can always cross into the rest of the universe, but we don't have any plans for that now." ■ *Jim McLauchlin*

# DC Searches for Artist on Delayed 'Kingdom' Project

For those who fear *Kingdom* will never come, have faith. Dan Raspler, editor for DC's much-anticipated prequel to last year's wildly popular *Kingdom Come* mini-series, says the project is not only still in the works, but will be worth the wait.

Writer **Mark Waid** is still toiling away on the project that Raspler says is an in-continuity prequel series to the Elseworlds future event. Because of that complex nature, and because this is what Raspler describes as a "labor of love" for Waid, the editor says he won't succumb to pressures to get the product out soon if speed would jeopardize quality.

***Kingdom* is said to focus on the rise of Magog.**

The prolific Waid says he has produced three versions of the premiere issue, with each incarnation "bigger, stronger, better" than the prior version. But Raspler keeps searching for someone to supply visuals to the series. **Gene Ha**, originally named interior artist, and **Alex Ross**, who was to have served as cover artist, have left the project. There's been no word from Raspler on a replacement team. ■ *Scott A. Aubrey*

# 'Vampirella Month' Has a Vertigo Flavor

Although Harris Comics' unofficial catch phrase for October is "Vampirella Month—Bring a Shovel," the tag line could read, "Vampi Gets Vertigo." That's because Vertigo suspense masters like **Grant Morrison** (*The Invisibles*), **Mark Millar** (*Swamp Thing*), **James Robinson** (*Witchcraft*) and **Alan Moore** (*Swamp Thing*) bring their gothic sensibilities to the queen of corpuscles in both a new ongoing series and a one-shot.

The ongoing, co-written by Morrison and Millar and simply entitled *Vampirella*, extends the story begun in the 1996 mini-series *Vampirella Lives*, in which Vampirella learned her true mission: to hunt vampires down to atone for the sins of her mother, Lilith.

"Though she discovers what vampires plan to do with our world, this is not a grim book," said Harris Editor David Bogart. "Mark and Grant take the serious and scary overtone of the total annihilation of the human race and intersperse it with moments that actually make you smile."

Penciler **Amanda Conner** and inker **Jimmy Palmiotti** round out the creative team, and Conner promises a tone that's a bit different from the usual Vampirella fare. "We're going to get more personal. We're going to get in her head and find out what makes her tick," Conner said. "Also, we're introducing a young female sidekick for Vampi, who she's teaching to be a vampire hunter."

Meanwhile, October's one-shot ***Vampirella/Dracula: The Centennial*** is a mega-creator feast, with three separate stories in one book. Vampi flies solo in a story written by **Warren Ellis**; she meets up with the Prince of Vampires in a tale written by James Robinson with art by **David Mack** (*Kabuki*); and in acknowledgment of the 100th anniversary of Bram Stoker's novel, a modern retelling of *Dracula* by Alan Moore with art by **Gary Frank** rounds out the book. The book includes chapter openings with atmospheric full-page art by **Mike Mignola** (*Hellboy*) and a cover by painter supreme **John Bolton**. ■ *Don Butler*

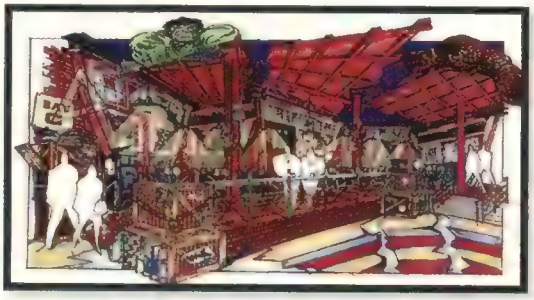
# Marvel Mania Theme Restaurant Opens in California

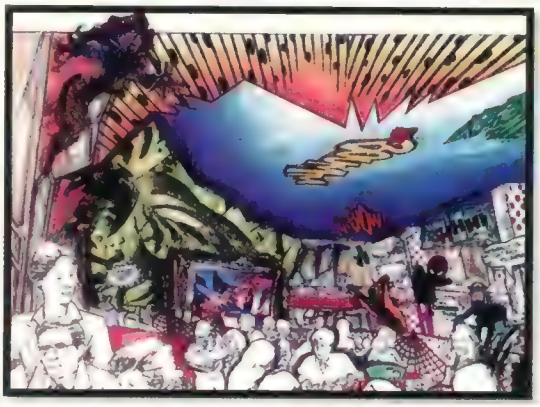
Thought eating with your favorite Marvel superheroes was a myth? Well, in August, Marvel Comics makes your dream a reality at the **Marvel Mania** restaurant opening in Universal City Hollywood, Calif.

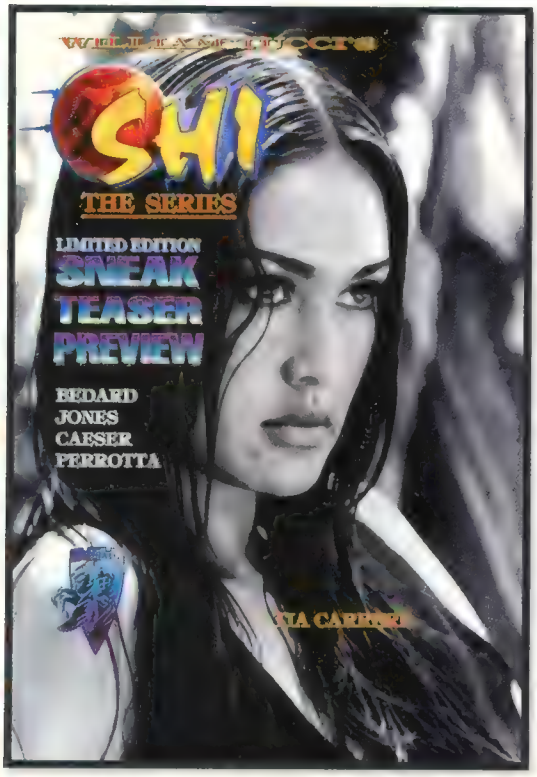
Marvel Comics in association with **Planet Hollywood** has created a 25,000 square-foot Marvel Universe themed restaurant that will seat up to 400 hungry patrons. Besides walls decorated with tons of Marvel artwork, the restaurant is flooded with hi-tech special effects (including lighting and lasers) to project the feeling of actually being in a comic book. The two-level Marvel Mania will contain a full bar, an interactive waiting area and a store to purchase Marvel merchandise.

The second Marvel Mania restaurant is scheduled to open in Universal City, Fla., sometime in 1998. ■ *Matthew Senreich*

**Top: A model of what the restaurant looks like. Bottom left: An illustration of the bar. Bottom right: An illustration of the dining area.**








# Shi's the One for Actress Tia Carrere

**Tia Carrere** shows that Shi is the one by appearing as the cover model for the latest *Shi* project.

**Crusade Entertainment** has announced that a San Diego Comic Con-exclusive *Shi* preview edition will feature a photo cover of actress Tia Carrere, who has starred in **"Wayne's World"** and **"True Lies."** This edition features a 16-page preview of the upcoming *Shi* series that debuts in August.

"Tia is a big fan of *Shi*," said Shi creator Billy Tucci, "and being a fan, she offered to help us out by doing this cover. She'll actually be at our booth in San Diego helping to hype the series."

Carrere is rumored to portray the female heroine in a "Shi" movie which is still in discussion. "We have big announcements coming down the line," said Tucci. "Some may involve the movie, and Tia being at San Diego may have something to do with that. All will be revealed very soon." ■ *Matthew Senreich*

**Actress Tia Carrere will appear on an exclusive *Shi* comic cover (at left)—and maybe as the star of a Shi movie.**

# DC to 'Chase' the 'Marvels' Formula

DC Comics is chasing the success of *Marvels*, with a new series in December.

Written by newcomer D. Curtis Johnson and drawn by artists J. H. Williams and Mick Gray, *Chase* examines the DC Universe through the eyes of a non-superpowered woman named Cameron Chase. Similar to *Marvels*, *Chase* explores a normal human's faith, fear and fascination with superheroes and supervillains.

***Chase* keeps tabs on DC heroes this winter.**

"This series is different than *Marvels* in the sense that Cameron Chase doesn't care for superpowered people," said Williams. "She's a government agent and an active participant in the superpowered activities going on around her. So instead of letting things happen and observing, she is trying to control the situations."

The new ongoing *Chase* series will stem from November's *Batman* #550 in which Chase will make her first appearance. The story will detail Chase's first assignment as a member of the government's Department of Extranormal Operations.

"It's a great launching story for *Chase* by creating questions surrounding who her character is," said Williams. "It leads directly into the first few issues where we set up the perspective of what the world of the DC Universe is like for the average person."

Each issue of *Chase* will contain superpowered cameos including an all-new **Suicide Squad**, **Rocket Red** and even a very brief inclusion of **Green Lantern** in the first issue. "There is also talk of Superman, Batman and Wonder Woman in time," said Williams.

"It's all leading up to the pivotal issues #9 through #12," said Williams. "Those will show how the government has plans when dealing with superpowered beings and how they actually manipulate them into doing things they might not normally do. And that's when the series really takes off." ■ *Matthew Senreich*

# New Ownership Group Takes Control of Marvel

After a six-month court battle, a bankruptcy court judge granted a group of people who owned bonds issued by Marvel Entertainment Group control of the company on June 20, 1997. The bondholder group elected a new board of directors with famed airline financier **Carl Icahn** as chairman. The former board, headed by cosmetics magnate **Ron Perelman**, was dismissed.

The Icahn group now effectively owns Marvel Entertainment Group. Part of the new board's first act was the appointment of former Marvel Executive Vice President **Joseph Calamari** as interim president of the company. Calamari will, in Icahn's words, "restore Marvel to financial and operational health." Calamari replaces former Marvel CEO, Scott Sassa.

As of press time, no other personnel or any editorial changes have been made yet, but many are expected soon. Stay tuned to *Wizard* for more details and future announcements. ■ *Jim McLauchlin*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# 'Kabuki' Moves to Image

*Kabuki*, the critically acclaimed espionage title by writer/artist **David Mack**, is undergoing a major overhaul that includes a new publisher, new schedule and a guest appearance from a comics legend.

"I'm billing this as the first ongoing *Kabuki* series," said Mack, who will give the book continual numbering instead of breaking the title into separate mini-series. The new *Kabuki* starts with a #1 issue in October from new publisher Image Comics and will continue as a bimonthly thereafter.

The first Image story arc is a three-issue origin which Mack hopes will resolve all the old questions from previous series and bring people up to speed with the character. "Kabuki is in an asylum, essentially being interrogated by a doctor," Mack said. "The whole backstory should dispel any lingering belief that Kabuki is just a simple assassin or some kind of 'Bad Girl.' "

***Kabuki* joins the Image lineup in October.**

Mack will be aided and abetted by **Jim Steranko** (*Nick Fury, Agent of S.H.I.E.L.D.*), who comes out of an extended break from comics to do an alternate cover for *Kabuki* #1. "I believe *Kabuki* is among the top three cutting-edge comics published today, and undoubtedly the most dramatic and poetic action-character book on the market," said Steranko. "It's in a class by itself." ■ *Jim McLauchlin*

# Awesome Acquires Fighting American

No longer in control of Marvel's Captain America, **Rob Liefeld** is fighting for a new American hero.

Awesome Entertainment has acquired the rights to publish the classic Fighting American character created by **Joe Simon** and **Jack Kirby**. The Fighting American is replacing Awesome's plan to produce its own patriotic superhero, Agent: America (as reported in *Wizard* #71).

"Basically, we're taking the concept we had for *Agent: America* and tweaking it to fit *The Fighting American*. I know people thought that *Agent: America* was just stuff that I had in the drawer from my time on *Captain America*," said Liefeld, "but this is 100 percent new material."

**Awesome's Agent: America is now the Fighting American.**

The Fighting American will join the Awesome Universe as part of the "Judgment Day" crossover currently underway and debuts in July as a four-issue mini-series written by **Jeph Loeb,** with **Stephen Platt** penciling flashback sequences and Rob Liefeld penciling present-day scenes. "I have always been in love with the idea of doing a patriotic hero," said Liefeld. "Looking at all the patriotic icons of the past, they all seem to find their way back to Simon and Kirby. *Agent: America* was always our 'Plan B' if we couldn't get a classic icon."

The story centers around the notion that WW II was nothing more than a skirmish between two warring alien factions with a larger, more galactic purpose.

"Like we planned for *Agent: America*, *The Fighting American* will deal a lot with what happened in World War II," he continued. "But for the future, we'll introduce a lot of new characters and examine The Fighting American's relationship to other Awesome heroes like Supreme. He's going to be playing a big role in Awesome's universe." ■ *Matthew Senreich*

# DOUBLE TAKES

Holy proctologist, Batman! Did ya see *The Savage Dragon* #35? In it, the Savage Dragon and guest star Hellboy get swallowed by a giant sea monster. When the Air Force blasts the beast to Fishy Heaven, the Dragon has to exit out of the place that our food exits when we're done with it (see right). Yuck. Makes a body wonder what kind of hobbies *Dragon* writer/artist Erik Larsen has. Anyone got a king-size Charmin for the Dragon?

# byte this

## WHAT'S UP ON WIZARD WORLD

### SNOWSTORM IN SUMMER!

Keep cool during the August heat with an **Offspring** snowboard! Wizard World rocks the house with Offspring when we give away three—count 'em, baby!—three custom snow boards sporting the logo of the ultra-hot band Offspring! And it's a breeze to win! So get off yer duff and log on to Wizard World for your chance to win.

Monday and Tuesday nights are now absolutely, positively *owned* by Wizard World online! Nobody who reads Image Comics should miss the **Top Cow** and **WildStorm** chats, found every Monday. Crowd into the Wizard Special Events Chat Room to talk with pros from Top Cow and WildStorm every Monday night from 9-10 p.m. (EST).

Tuesday nights have become the official "drop in" hangout for comic pros. Everybody from **Jae Lee** to **Warren Ellis** to **Kurt Busiek** have dropped by recently. And don't miss **Mike Allred** on Tuesday, August 5th from 8-9 p.m. (EST). We'll get the killer inside scoop on Allred's upcoming comic and movie projects.

On America Online, Keyword: Wizard

### CHAT HIGHLIGHTS FOR THE SPECIAL EVENTS ROOM

**AUGUST 5 (Tuesday)**
- **Mike Allred**

Time: 8-9 p.m. (EST)

**AUGUST 14 (Thursday)**
- **MYSTERY GUEST CHAT** (Guess who it is!)

Time: 8-9 p.m. (EST)

**AUGUST 18 (Monday)**
- **BREAKING IN WITH GLASS HOUSE GRAPHICS' DAVID CAMPITI**

Time: 8-9 p.m. (EST)

**AUGUST 23 (Saturday)**
- **INDY COMICS CHAT**

Time: 9-10 p.m. (EST)

Photo: Harry Peterson

**WANT ONE? GOTTA CHECK WIZARD ONLINE!**

(Check online for full chat schedules including club-hosted chats)

■ Buddy Scalera (WizardTCTC@aol.com)

# Quicksilver Speeds into His Own Comic

Speeding onto the comic book scene, Marvel Comics is releasing a new ongoing *Quicksilver* series in September.

Written by **Tom Peyer** (*Legion of Super-Heroes*) and penciled by Casey Jones and Rob Haynes (*Cable '97*, *Excalibur #-1*), the new series will focus on Quicksilver's connection between the genetic tinkerer the **High Evolutionary** and his headquarters, Wundagore Mountain, where Quicksilver grew up.

"Growing up, Quicksilver's father **Magneto** left him and his sister, the **Scarlet Witch**, with one of the High Evolutionary's experiments, Bova the cow lady," said Tom Peyer. "With his wife Crystal gone because of the whole 'Heroes Reborn' thing, Quicksilver has left their child Luna in the care of Bova. The series grows out of examining this area of his past that hasn't really been explored."

When the mutant Exodus attacks Wundagore and the High Evolutionary, Quicksilver and an army of Wundagore's animal people take a stand. "Quicksilver used to be the young Avenger always giving Captain America trouble," said Peyer. "Now all these animal guys are giving Quicksilver trouble and we're seeing that he's gained a lot more responsibility since his checkered past." ■ *Matthew Senreich*

# 'Hellboy Jr.' Isn't Your Regular Hellboy

Don't expect the ***Hellboy Jr. Halloween Special*** to be anything like the regular *Hellboy* series.

"It doesn't have anything to do with Hellboy Comics and/or its continuity," said Dark Horse V.P. of Sales and Marketing Lou Bank. "It's just fun, wacky stories that are cartoony for adults."

The *Hellboy Jr. Halloween Special* will be a 48-page one-shot coming in October from Dark Horse. Written by **Bill Wray** (*Big Blown Baby*), the book will be illustrated by Hilary Barta, Stephen DeStefano, Dave Cooper, Bill Wray, and regular Hellboy creator/artist **Mike Mignola**.

The one-shot contains five separate stories, two of which are about Hellboy Jr. and three others about characters who live in the same universe.

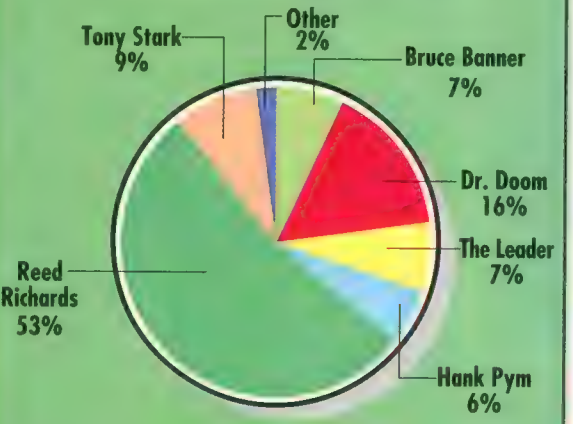
"It's a fun book that doesn't take itself too seriously and that has lots of goopy, manic kinds of action," said Mignola.

"If you want to see Hitler naked," added Wray, "read this book!" ■ *Micah Smith*

## QUESTION OF THE MONTH

Need a portal to the Negative Zone? How about some thermonuclear battle armor? An android with artificial intelligence? Heck, just call the smartest man in the Marvel Universe. Who is it? *Wizard* asked its fans through America Online's "Wizard World" forum.

**WHO IS THE MOST INTELLIGENT MAN IN THE MARVEL UNIVERSE?**




Looks like a no-brainer. Mr. Fantastic was the overwhelming choice as the most intelligent man in the Marvel Universe. "Reed figured out how to beat Onslaught and he literally discovered the Negative Zone," said one fan. "He's the best damn scientist on the planet."

Said another fan, "Sure, Tony Stark can build armor, Banner and the Leader do stuff with gamma radiation, Hank figured out how to shrink and enlarge people, and Doom built a time machine. But Reed could do all that and more. And he has. He and science are one." ■ *Conrad Bain*

# 'Mystery Science Theater' Star Makes Comic Debut

**"Mystery Science Theater 3000"** star **Trace Beaulieu** makes his comics debut in September with ***Here Comes the Big People!***, a one-shot from **Event Comics**.

Beaulieu—who plays Dr. Clayton Forrester and does the voice of Crow T. Robot on the SCI-FI Channel TV show, will be joined by penciler **Amanda Conner** (*Vampirella*) and inker **Jimmy Palmiotti** (*Ash*).

*Here Comes the Big People!* revolves around a rich computer geek who writes a personal ad seeking female companionship. When the ad is accidentally beamed into outer space, it's read by a female alien who feels she'd be the perfect mate. She travels to Earth and transforms herself into an attractive woman.

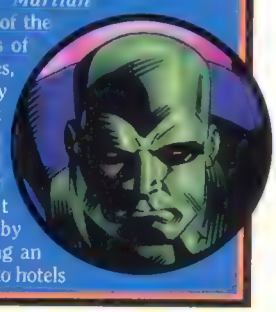
There's just one problem—she's 20 feet taller than the rich geek. Soon after, large women start appearing all over the planet, looking for men to "baby." And when these women "baby" their men, the men actually get younger!

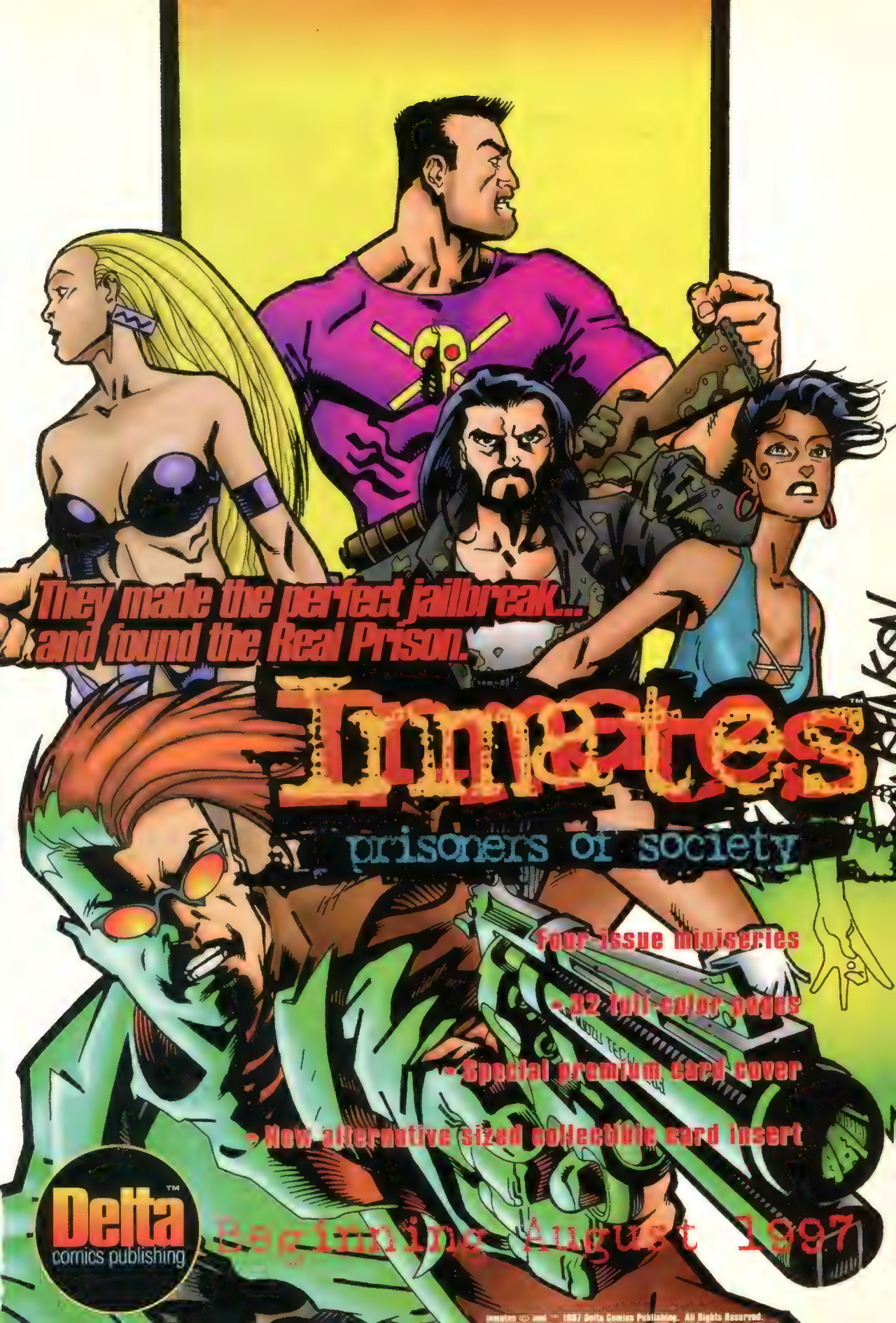
So how did Beaulieu come up with this bizarre tale?

"I was watching these kids being carted around the lakes in Minneapolis, Minn., and I said, 'Geez, that would be fun to get a big parent that could carry you around in a big backpack, and you could still have your normal life.' It kind of mutated from that idea." ■ *Micah Smith*

## we LOOKED it up

J'onn•J'onzz (John Jones) DC Universe, *noun*, 1955-present [*see also: Martian Manhunter*] **1** Member of the JLA, possessing powers of superstrength and reflexes, shapeshifting, invisibility and telepathy **2** Last survivor of Mars, having been stranded on Earth when planet-wide war broke out **3** The most common named used by Martians who are having an affair when they check into hotels

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# Chaos! Spotlights Classic Monsters

Halloween arrives in September this year as Chaos! Comics launches a new brand entitled "Chaos! Classic Monsters."

The brand will bring all-ages horror entertainment to comics, and Chaos! leads off with a legend in well-known horror historian **Forest J. Ackerman**. Ackerman will host ***Monster Matinee*** in September, a three-issue weekly mini-series featuring the theatrical monsters that have haunted the screen since the birth of cinema, including Dracula, the Mummy and the Wolf Man, in addition to the creations of **H.P. Lovecraft**.

Art from "Chaos! Classic Monsters"

*Monster Matinee* leads in to ***Chaos! Nightmare Theater*** in October, a four-issue weekly mini featuring tales written by Phil Nutman (*Evil Ernie vs. The Movie Monsters*), **Stephen Bissette** (*Swamp Thing*) and David Quinn (*Faust*). **Bernie Wrightson** supplies the cover for each *Nightmare Theater* issue. *Chaos! Nightmare Theater* is planned as an annual event for Chaos!, with a new batch of stories coming in 1998. ■ *Sean Jordan*

# Kelley Jones Launches Creator-Owned Project

Batman artist **Kelley Jones** will launch his first creator-owned work this October. ***Hammer***, a four-issue horror series published by **Dark Horse Comics**, will also be Jones' first attempt at writing.

"I did not want to go into something without knowing where it was going to end up myself," Jones explained as his reason for taking on writing chores.

*Hammer*'s storyline combines science fiction with a modern approach to gothic horror and a healthy does of humor. "I've also thrown in what I think are a lot of politically incorrect things," said Jones. "There's the kind of poking fun at a lot of the cultural stuff that goes on now. If you eat a potato chip, or Chinese food or popcorn, you are going to die. I just find that nonsense, so I have a guy saving the world who feasts on onion rings."

In the first issue of *Hammer*, Jones shows us a historical battle fought 1,500 years ago between two alien beings. "We come to our current century and it's starting up again," said Jones. "We have both the good alien and this evil whatever it is. By any means necessary they are going to achieve their ends. Unfortunately, the rest of us are going to get caught in the middle." ■ *Mark Aronowitz*

# Quilt to Be Raffled to Benefit CBLDF

A quilt made up of 12 pieces of original art will be raffled off at the San Diego Comic Con International in July, with proceeds going to the **Comic Book Legal Defense Fund** (CBLDF).

The quilt, which is entitled, "Black, White and Read all over," was designed by Cathy Stroup and Valerie M. Swisher. It will be on display prior to the drawing at the San Diego Comic Con at the booth of Cold Cut Comics Distribution, an independent reorder distributor.

Artists whose work makes up the quilt are **Jeff Smith**, **Brent Anderson**, Jhonen Vasquez, Lawrence "Gryphon" Klimecki, **Rob Walton**, Gary Spencer Millidge, Jim Hill, Michael Cohen, Grant Vetter, Eric Mengel, Jimie Robinson and **Paul Pope**.

The Comic Book Legal Defense Fund is a non-profit organization that protects the first amendment rights of comic book professionals on comic book issues.

Are there any similar fundraisers planned in the future for the CBLDF? "It is possible that next year we might be able to have one or two quilts or wall hangings done," said Stroup. "We are going to see if we can change the flavor each year. We will continue to do [raffles] as long as people are interested in having one." ■ *Mark Aronowitz*

## 3 FINGERS PRINTS
Not to sound condescending or anything, but everyone should think about grabbing ***How to Pick Up Girls If You're a Comic Book Geek***, a one-shot special coming out in late July.

## AC COMICS
The second issue of the three-issue mini-series ***Femforce: Return from the Ashes*** hits in September.

## ARIA PRESS
A 240-page graphic novel collects the first 12 issues of *A Distant Soil* in August. It will feature an introduction by **Neil Gaiman**, and the price is $18.95.

## ATTENTION! PUBLISHING
September's ***Doctor Cyborg*** #5 kicks off a new story arc after the death of Malcolm Syberg.

## AVATAR PRESS
Matt Martin's ***Snowman: 1944 Special*** #1 avalanches onto the comics scene in September.

## AWESOME ENTERTAINMENT
The new ***Supreme*** art team of Chris Sprouse (*NewMen*) and Al Gordon (*WildStar*) debuts in September's *Supreme* #53.

## BONGO COMICS
*Bart Simpson's Treehouse of Horror* special returns for the third consecutive year this September with a story written by **Evan Dorkin** (*Milk & Cheese*).

## CARTOON BOOKS
Congratulations to Jeff Smith and ***Bone*** for winning the National Cartoonist's Society "Reuben Award" for Best Comic Book for the second year in a row.

## CHAOS! COMICS
***Evil Ernie: Destroyer*** #1, the first installment of a nine-issue mini-series, ships in September. Writers Brian Pulido and Philip Nutman promise no jokes and no fluff—just pure destruction. Art is by Kyle Hotz (*Venom*)....A stand-alone ***Lady Death*** #0 hits in October.

## COMIC BOOK LEGAL DEFENSE FUND
As part of **Mike Diana**'s community service requirement, the CBLDF has arranged for the artist to write articles for its newsletter and speak at comic conventions and "freedom of speech"-related venues.

## CRUCIAL COMICS
***Rat Bastard*** #3 hits in August as Roscoe J. Rodent finally tracks down the elusive Carmen Monoxide. It's 32 pages of full-color mayhem for $1.95.

## CRUSADE ENTERTAINMENT
September's *Shi* #2 pits **Shi** and Tomoe against the head of the Aum doomsday cult to save Japan.

## DARK HORSE COMICS
**Timothy Truman**, Thomas Yeates and Al Williamson join forces this October for the four-part *Tarzan vs. the Moon Men* mini-series, which features covers by John Totleben (*Swamp Thing*)!...September's *Dark Horse Presents Annual 1997* features a Body Bags story by Jason Pearson, a collaboration between Mike Allred and Jay Stephens, and the world's first comic strip by Penn Jillette, of the comedy duo Penn & Teller!...Dave McKean provides covers for the two-part *Aliens: Resurrection* adaptation, which ships in October....The Law gets a li'l fuzzy this October as the three-part *Predator vs. Judge Dredd* begins. **Brian Bolland** provides the cover to issue #1....Dan Beauvais provides painted covers to October's two-part *Starship Troopers* adaptation.

## DC COMICS
The original team of Karl Kesel (*Adventures of Superman*) and Tom Grummett (*Adventures of Superman*) will return to ***Superboy*** with issue #50. Current writer Ron Marz has announced that he'll be leaving the book with issue #47. And, though it has not been confirmed yet, Barbara Kesel will probably write the fill-ins, issues #48 and #49.

## EVENT COMICS
Painkiller Jane teams with the 22 Brides against Caliban and his drug-controlled runaways in September's *Painkiller Jane* #4. It's by writers **Mark Waid** and Brian Augustyn with artist Rick Leonardi.

## FIREMAN PRESS
August's *Scud: The Disposable Assassin* #17 features a guest cover by legendary fantasy artist **Larry Elmore**, of *Dungeons & Dragons* fame.

## FLYPAPER PRESS
Flypaper's first title *Hang on the Range* has just hit the stands and is written by **William Wu**, five-time nominee for the Hugo, Nebula and World Fantasy Awards.

## HARRIS COMICS
Some of the comic industry's hottest artists contribute drawings for *Vampirella: Crossover Gallery*, a pin-up book featuring Vampi in double-page shots with characters like the Savage Dragon, Kabuki, Shi and Madman. **Art Adams**, Joe Lee, David Mack, Mike Allred and others provide artwork. The 32-pager is available in September.

## HEAD PRESS PUBLISHING
In October, look for a one-shot anthology entitled *No Justice, No Piece!*, with the proceeds going to the Comic Book Legal Defense Fund. It features the talents of **Shannon Wheeler** (*Too Much Coffee Man*) and Andrew Ford (*Rib*).

## IMAGE COMICS
### • HIGHBROW ENTERTAINMENT
August sees the debut of ***Megahertz***, a new ongoing by Joe St. Pierre (*Secret Weapons*) set in a future where murder is only a misdemeanor.

### • HOMAGE COMICS
***Strangers in Paradise*** returns to original publisher Abstract Studio in September with issue #9.

### • TOP COW COMICS
September's *The Darkness* #8 features guest artist Joe Benitez. One in every four covers will be a variant by regular artist **Marc Silvestri**.

### • WILDSTORM PRODUCTIONS
The official title of **Jim Lee's** new WildStorm project, as reported on in *Wizard* #71, is *Divine Right: The Adventures of Max Faraday*. Look for it in September.

## LABYRINTH STUDIOS
October sees the release of *Penguin Bros.*, a new ongoing that will have cameo appearances of the rock band **GWAR** in issues #3 and #4.

## LIGHTNING COMICS
***Hellina/Cynder*** #1 has the Lightning and Immortelle Studios heroines join forces for the first time, against the evil Stratis Corporation. The September release is $2.95.

## LONDON NIGHT STUDIOS
Meet the **Razor** of the 21st century in September's *Razor Uncut* #40, drawn by Greg LaRocque (*Flash, Legion*) and guest-starring Tommi Gunn. The $3 book's for mature readers.

## MARVEL COMICS
It's **Hulk** vs. Juggernaut in August's *Incredible Hulk* #457....August also sees *Marvel: Heroes and Legends 1997*, a 48-page one-shot featuring the talents of legendary creators **Stan Lee**, Steve Ditko and Gil Kane....*Spectacular Spider-Man* hits #250 in August and sports a double-gatefold cover by the father/son Spidey art team of **John Romita Sr. and Jr.**

## MOORDAM COMICS
September's *Mr. Beat's Two-Fisted Atomic Action Super Special* pits America's number-one beatnik against Bongo Comics' Roswell, the Little Green Man. Andrew Ford's **Rib** also makes a guest appearance.

## NEW ENGLAND COMICS
August's new ongoing **Tick** series has been renamed *The Tick: Big Blue Destiny*.

## PENTHOUSE COMIX
September's ***Penthouse Comix*** #26 features the return of Penthouse's Night Girl by Tony Salmon (*Batman: Legends of the Dark Knight*).

## SIRIUS ENTERTAINMENT
September's *Sirius Gallery Pin-Up Collection* features work from Brom and Drew Hayes, plus all-new work from **Joseph Michael Linsner**. Better reserve yours; it's limited to 10,000 sequentially numbered copies.

## TOPPS COMICS
*Xena: Warrior Princess* #2 sports a nifty-swell cover by famed "good girl" artist **Dave Stevens**, and offers a one-in-five photo variant cover. Look for it in September.

## VEROTIK
Glenn Danzig and **Simon Bisley** bring us a full-color, 48-page tale in *Verotik Illustrated* #1 in August.

# Official Signed Comics

## Signed by Witchblade Writer David Wohl!

This exclusive limited edition comic stars Witchblade, the Silver Surfer, Wolverine and Mephisto in a special "Devil's Reign" prelude story!

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He is "The Man" who helped create such legendary Marvel characters as Spider-Man, The Hulk, Magneto and Dr. Doom!

Stan doesn't do a lot of signings, but to help launch the **Wizard Authentic** program he has agreed to sign this scarce limited edition **X-Men 1**!

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## Signed by the Hildebrandts!

Written by Garth (**The Preacher**) Ennis, **The Darkness/ Painkiller Jane 1** was one of the most violent crossovers ever!

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DJ1LS **Darkness/Painkiller Jane 1** (Signed by Hildebrandts)..$24.95
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Tired of being on the outside? Wanna get in with the in-crowd? Well now you can avoid being a deviant with this exclusive new DV8 story!

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## Signed by Adam Kubert!

For over three years, he illustrated Marvel's **Wolverine** and created such landmark issues as **Wolverine 75** and **100!** Now Adam heads to the Hulk!

Thanks to the **Wizard Authentic** program, you can get an official exclusive limited edition **Hulk -1** signed by Adam Kubert!

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AVLA1S Ace (Signed) $19.95

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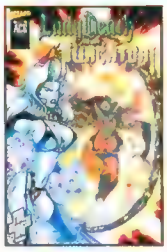
The hot limited variant cover of issue 1 signed by Jim Lee!

FFN1LS 1 (Signed).....$19.95



**Lady Death vs.**
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This exclusive limited comic is signed by writer Kevin Anderson!

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This rare Wizard Ace edition is signed by artist Scott Williams!

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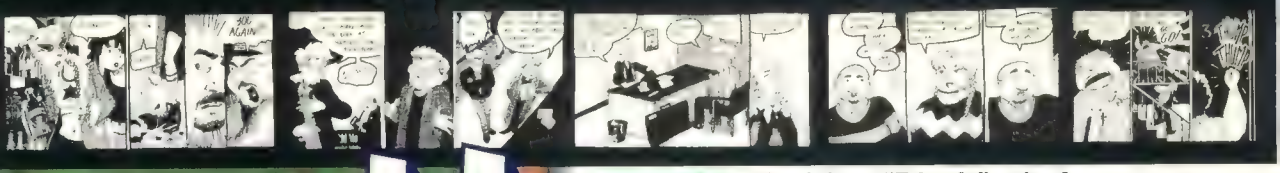
# Box Office Se

**Bridging the gap between the comics industry and the real world, 'Box Office Poison' is smart, sexy and full of laughs**

ALEX ROBINSON
-97-



# nsation

**his ain't no "Friends" episode.**

Sure, Alex Robinson's *Box Office Poison* is filled with a group of 20-somethings living in New York. They live, love and merrily bumble their way through hourly-wage lives. And yes, the sexual innuendoes and situations run rampant. However, that's about as close to NBC's hit comedy as it gets.

Published quarterly and in black and white by Antarctic Press, *Box Office Poison* is smart, romantic and really funny—painful, honest, glad-that's-not-me funny. Robinson, whose tales follow the often-humorous lives of an ensemble cast, writes and draws the book with a real passion for his characters. His creations are fully rounded, at times sympathetic and nasty, callous and caring, inept and charming—just like real people.

"I think there's a maturing trend in comics," Robinson says. "People have seen the same [superhero] stories over and over again. After a while, you know that, say, the Fantastic Four is going to survive their fight. People might just be looking for something a little different these days."

And they'll find it in *Box Office Poison*, one of the new breed of "real-world" comics. The series' title comes from the 1981 movie "Mommie Dearest," referring to a character or story expected to bomb in theaters—much like the expected fate of real-world comics today. But *Box Office Poison* has crisp art and an engrossing storyline, which puts it two steps ahead of most current comics.

**You probably know the stars of Box Office Poison already.** There's Sherman, the neurotic bookstore clerk who wants to be a writer; Ed, the chubby wannabe comics artist who'd sell his soul for a date; Jane and Stephen, the cute couple sharing an apartment with Sherman; and Dorothy, Sherman's girlfriend who's slowly driving a wedge between him and his friends.

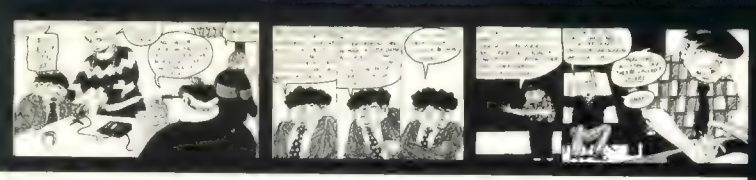
While it sounds like Robinson just transcribed the lives of his family and friends, he admits that little of the series actually comes from his own experiences. "There are some autobiographical elements," he says. "I work in a bookstore, like Sherman, but I don't have a crazy girlfriend like Dorothy. Just being in New York, you see things, you hear things that would work great in a comic, and that's where most of my ideas come from. At this point, I'm more following the story than leading."

With five issues and one "super-special" under his belt, Robinson's followed some crazy stuff. As the series opens, Sherman and Ed stand wearily amid the wreckage of a party at Sherman's apartment. Out on the fire escape, Sherman finds a beautiful partygoer who somehow managed to get her knees caught in the railing. After greasing her up and pulling her legs free, the two naturally end up sprawled atop one another. By the end of the first issue, they've spent the first of many romantic, and erotic, evenings together.

Alas, what poor Sherman doesn't realize is that his newfound crush is none other than Dorothy Lestrade, the mortal enemy and former roommate of his current roommates Jane and Stephen. It seems she had a bit of a problem with cleanliness…and manners…and paying her rent on time. But none of that matters to a lovestruck Sherman who cleans her new (but already filthy) apartment, rationalizes away her erratic behavior and takes her side against his own roommates. However, look for their relationship to hit some bumpy roads as Sherman meets Dorothy's parents in future issues. Robinson concedes that romantic

By James Busbee

**Don't be deceived by the simplistic art style—*Box Office Poison*'s story more than makes up for it.**



bliss is bad news for storytellers.

"The only time it's interesting to read or write about relationships is when they're first getting together or when they're breaking up," he says. "It's tough to make it interesting without any kind of conflict."

**While Sherman and Dorothy's whirlwind romance** is a key thrust of the series, Sherman's buddy Ed plays a major role as well. The unfortunate fellow still lives at home with his parents, dreaming of comics and women. Ed's ambition is to sell his stories and art to Zoom Comics, a monstrous company akin to DC or Marvel. But after Zoom rejects his samples, Ed goes to work for a forgotten cartoonist named Irving Flavor, a bitter, crusty codger who draws zany dinosaurs for cereal boxes. But all's not as it seems.

Ed soon discovers that Mr. Flavor is actually the creator of Nightstalkerman, a ridiculously popular hero of comics and cheesy big-budget movies, modeled after a certain Caped Crusader. But in 1944, Flavor sold his creation to Zoom Comics for a mere $55, and the company went on to make millions. Outraged by Zoom's shoddy treatment of such an important man, Ed champions Mr. Flavor's cause, hoping to garner the admiration and respect that the creator deserves.

"Mr. Flavor is patterned after Jack Kirby, [Jerry] Siegel, [Joe] Shuster and just about everybody else who began in comics, but ended up working for schlocky companies," Robinson says. "Issues #5-#6 are the life story of Irving Flavor. It was tough to write because it's such a depressing story, just this old guy talking about the Golden Age of comics."

Though Robinson nails the ins and outs of the comics industry, much of the series' strength comes from its very un-comic book humor as well as an eyes-wide-open view of sex. While the series features full-frontal nudity, don't expect Playboy-channel romps. *Box Office* sex can be passionate, mundane, funny or a little of all three. In one memorable sequence, Jane and Stephen carry on a four-page, gymnastic lovefest, all the while discussing a visit by Jane's father and the problems of Stephen's history students.

But despite all the series has going for it, *Box Office Poison* and Robinson have an uphill battle to fight. It's difficult to sell a real-life comic in a marketplace where mutants rule. "Real life?" Irving Flavor himself sneers to Ed. "These are comic books! No one wants to read about that!" But Robinson and the *Box Office* crew are doing their best to prove him wrong.

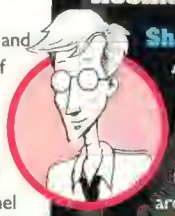
"I hope [real-world comics] become more popular," he says. "If *Box Office Poison* sticks around, I know it will catch on, and it *will* get an audience. If it doesn't, I'll name my next comic *Number One Best Seller*, and then we'll see what happens." W

*James Busbee once got food poisoning from eating a blue squishee and a day-old corndog at the movies.*

**Ed shares a tender moment common to all aspiring artists.**

# Box Office Cast

**Here's a rundown of the players who inhabit the world of Alex Robinson's Box Office Poison.**



**Sherman**

A frustrated writer stuck in a menial job as a bookstore clerk, Sherman has begun a whirlwind romance with Dorothy. But Dorothy's shady past with Sherman's roommates has led to some tense times around the apartment.

**Ed**

Ed is still a virgin and still living with his parents. Though his heart yearns for a job at Zoom Comics, Ed may have found his calling championing the cause of his current employer, Irving Flavor.

**Dorothy**

She seems to be the perfect girlfriend for Sherman—witty, sexy and uninhibited—but her apartment's so nasty it would gag a goat. Besides being messy, though, she's got problems paying the rent, has bad manners and quite an erratic behavior pattern.

**Irving Flavor**

Once a prominent artist for Zoom Comics, and the creator of the fictional comic book icon Nightstalkerman, Mr. Flavor now lives alone in Brooklyn, forced to draw cheesy art to pay the bills.

**Jane**

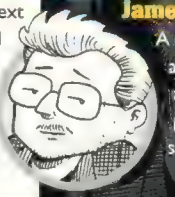
Jane's pet project, a graphic biography of turn-of-the-century anarchist Emma Goldman, will soon be published. But the return of Dorothy Lestrade into her life threatens to send the intelligent and feisty Jane off the deep end once again.

**Stephen**

The mellow and sensitive Stephen teaches history at a local community college. Of all the *Box Office* players, he and girlfriend Jane appear to have the most stable lives. Of course, Dorothy's fed Sherman hints that Stephen may not be as faithful as he appears.

**Mrs. Tweed**

The Eastern European landlady with a heart of stone, she offers cheerful greetings such as: "You noa pay vrent! You vrent pay now! Anh! Anh!"



**James**

A college buddy of Sherman's, James tears at Sherman's soul when he shows up with a sexy teenage girlfriend and a job that pays twice as much as Sherman's bookstore gig. ■ *JB*

"There is no storm such as this. It is a sickness in the sky. It is crafted in chaos, and even the darkness breathes."

–Orim, Journals of the Weatherlight . . . upon arrival in Rath

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*What has been released, will not be contained.*

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Wizard *casts the* Astro City *movie!*

# Casting Call

**By a bunch of *Wizard* staffers**

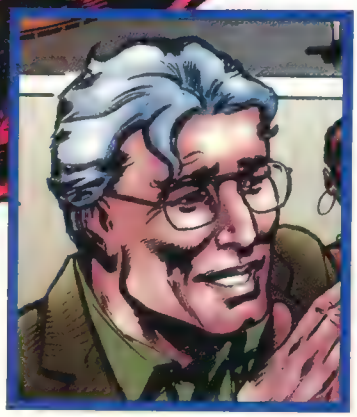
All photos by the Everett Collection, unless otherwise noted.

**Without a doubt,** ***Astro City*** **is one of the best comics on the market today. Here's what it's got going for it: interesting characters, cool costumes, lots of action...and awesome stories. In the age of colossally budgeted, mindless action flicks, an Astro City flick would not only have alla that, but get this—it'd have a real good story. And to make it even easier for those Hollywood goombahs, we've gone ahead and cast everyone already. Here's who made our final cut...**

© Albert Sanchez Online

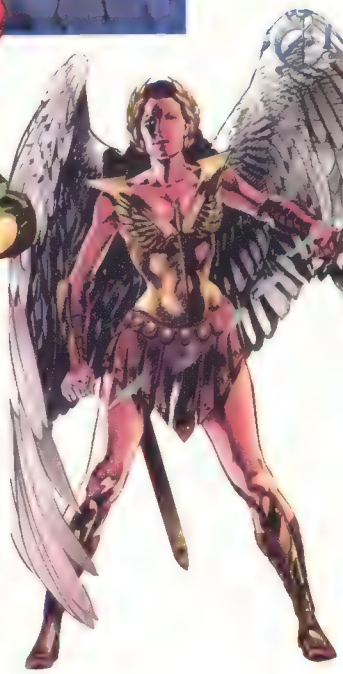
## SAMARITAN

Playing Astro City's high-flyin', superpowered protector would be Richard Gere ("Primal Fear," "Pretty Woman"), who's not only got that clean-cut all-American look for both Samaritan and his alter ego Asa Martin (shown below right), but has proven he can play tough and intense characters.



## JACK-IN-THE-BOX

Headstrong, fun-loving and very in-your-face. Those are the types of characters Denzel Washington ("The Preacher's Wife," "Courage Under Fire") usually plays, which is why he'd be perfect as the only cool-looking clown in comics!



© Jon Rogel/Outline

## WINGED VICTORY

For Winged Victory, *AC*'s female powerhouse, we chose Julianne Moore ("The Lost World"). She's shown she can be tough and stand up for herself when provoked.

## CRACKERJACK

Cheesy. Cocky. And loved by millions. Sounds like David Hasselhoff ("Baywatch," "Knight Rider") to us. Slap a thin moustache on him, and you've got our boy Crackerjack.

## THE CONFESSOR

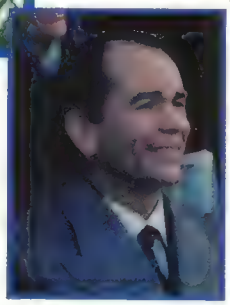
Playing one of Astro City's most mysterious heroes would be a breeze for Everett McGill, who had practice playing the shady villain in "Under Siege 2."

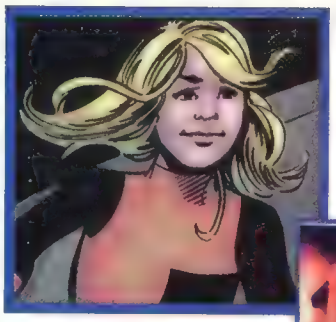
## ALTAR BOY

Christopher Daniel Barnes ("The Brady Bunch Movie") would fit right in as The Confessor's young, naïve and enthusiastic sidekick.

## DR. AUGUSTUS FURST

Having starred in tons of live-action Disney films, Dean Jones ("Beethoven," "Other People's Money") was born to play the caring dad and brilliant scientist who leads Astro City's brightest team, The First Family.

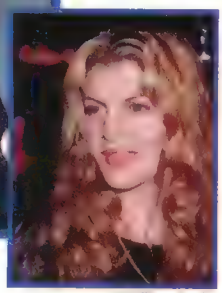




## ASTRA

Being a kid with superpowers is nothing new for Kirsten Dunst, who played a young vampire in "Interview with the Vampire." File down those fangs and you've got Astra, the First Family's kid hero.

© Rob Brown/Outline



© Jeff Sarcumb/Outline

## NATALIE FURST

Natalie Furst, Dr. Furst's adopted daughter and Astra's mom, would be handled beautifully by the feminine and gutsy Rene Russo ("Tin Cup," "Lethal Weapon 3").

## NICK FURST

Tony Goldwyn dealt with supernatural elements in "Ghost." Now he's just gotta switch from villain to hero, and he'd be great as Natalie's twin brother.

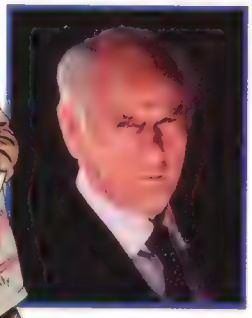
© Steve Sands/Outline

## QUARREL

Winona Ryder ("Heathers," "Little Women") would be perfect as the athletic and sharpshootin' heroine. She has that subtle yet sexy look, and can easily pull off Quarrel's flippant attitude.

## JULIUS FURST

Ed Asner ("JFK," "Fort Apache, the Bronx") is a dead ringer for the First Family's gruff but lovable uncle.



## MR. BRIDWELL

Eli Wallach played a weaselly rat in "The Godfather, Part 3," so it's not much of a stretch for him to sell out the human race as the shapeshifting alien gathering data in preparation for an all-out invasion.

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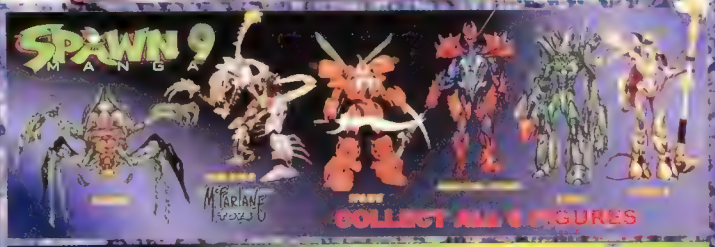

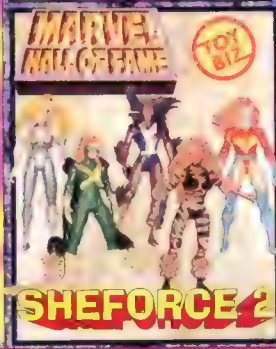


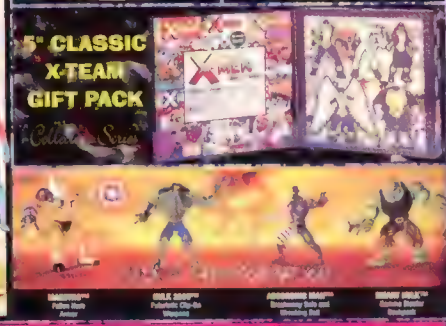


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# DRESSED FOR SUCCESS

## 'WIZARD' UNDRESSES THE 10 BEST SUPERHERO DESIGNS OF ALL TIME

BY THE WIZARD STAFF

*The most important part of a superhero isn't his name. Or how big his guns are. Or, to take a trend that finally appears to be breathing its last, how big her boobs are.*

*When it comes to fighting crime in the funnybooks, clothes make the superhero.*

*Let's face it: A hero's "look" is the first thing you see when you gaze at a cover and flip through the issue. So visual appearance is vital. But it goes beyond that. A successful wardrobe must also convey the hero's name and abilities.*

*For example, let's say you have a poster filled with nameless superheroes and you're holding a list of their names in your hand. Could you pick the heroes off the poster just by looking at their names? If so, you're observing a good superhero design at work.*

*What follows are what we believe are the 10 best superhero designs of all time—ones that not only accomplish instant name recognition, but do it in an dazzling way. So let's quit wastin' time, and see who made the cut...*

## 10 JACK-IN-THE-BOX

**HIS DEAL:** Millionaire toy manufacturer Zachary Johnson is Astro City's mysterious hero who bounces around, subduing villains with his electrifying rubber noses and entangling confetti.

**WHY HE'S COOL:** Jack-in-the-Box does the impossible: He makes a clown-based superhero seem cool. All the elements that are trademarks of the jack-in-the-box toy are here: elongated arms and legs, flamboyant costume and a twisted, eerie makeup job that's even freakier than that possessed puppet from "Poltergeist." While he's a fun-lovin' hero, there's something about Jack's costume that hints at a sinister, darker persona. His lack of a red rubber clown nose, noticeable ears or "Bozo" hair (his Creeper-esque fur collar gives the illusion of hair) keeps Jack from looking like your typical circus clown. And his costume's muted with darker greens and orange rather than bright colors, which further pushes this hero from the ridiculous to the really cool.

**PROFESSIONAL OPINION:** "Jack-in-the-Box is basically the Spider-Man character of Astro City," says Alex Ross, the character's designer for *Astro City*. "I think the design works in that visually he's a clown character, but not too 'clownish.' He doesn't look like he's going to make balloon animals. He still looks like a superhero character."

*Jack-in-the-Box is the coolest clown in town (above), but the bad guys might disagree (at left).*

# 9 UNION JACK

**HIS DEAL:** Continuing the identity that's three generations old, Joseph Chapman is England's answer to Captain America, wearing his country's flag proudly on his uniform. He has no powers, but is excellent in hand-to-hand combat and marksmanship.

**WHY HE'S COOL:** With the English flag on his chest (which is called the "Union Jack"), this guy just says "England's hero." His simple, understated costume reflects this no-frills, no-nonsense guy. He's got no elaborate powers or weapons—but, hey, did James Bond need a costume? Taken a step further, his dark suit gives him that foreboding "man of mystery" feel that we comics fans just can't seem to get enough of.

**PROFESSIONAL OPINION:** "To me, the costume always seemed to be an automatic," says former Marvel Comics Art Director John Romita Sr., who has admitted to tweaking the costume over time. "The character is Union Jack, so the costume is the English flag."

*Union Jack is the ultimate "man of mystery," wearing England's flag.*

# 8 THOR

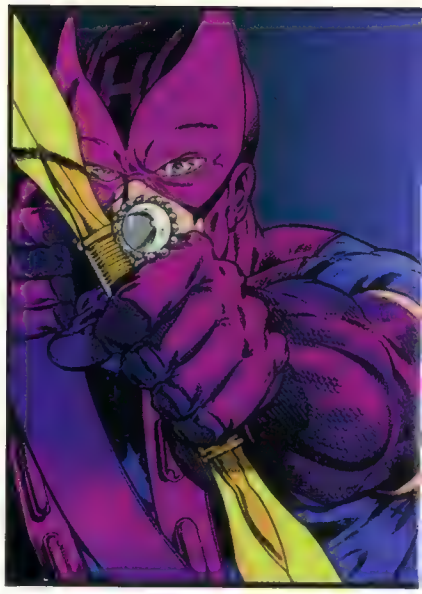
**HIS DEAL:** As the Norse God of Thunder, Thor splits his heroics between two worlds: his homeland, the mystical kingdom of Asgard and his adoptive homeland of Midgard (Earth). He wields the enchanted hammer Mjolnir, which can unleash unearthly storms at Thor's whim and transport him anywhere he wishes.

**WHY HE'S COOL:** Everything about this character design says "Nordic." Which makes the look of Marvel's Mighty Thor 100 percent unique. There's no giant "T" on his chest (Odin be praised!), but there *are* Norse qualities: his long blonde hair (which also gives him that noble warrior image), his armor (those are steel plates on his chest, and his boots are plates bound together by yellow cord) and his mega-powerful war-hammer Mjolnir, not to mention that helmet he wears to protect his Asgardian noggin. A sleeveless tunic helps accentuate Thor's huge biceps, as do his wrist guards. Sure, Thor's a major powerhouse, but these cool accessories just emphasize that even more. And on a side note, Thor's one of the few caped superheroes in the Marvel Universe. It just adds a certain unique elegance to Marvel's answer to Superman.

*With his hammer, Thor can command mighty storms, like a Norse God of Thunder should!*

**PROFESSIONAL OPINION:** "It was a kind of a modern graphic interpretation of viking outfits done in the traditional superhero mode," says former *Thor* writer/artist Walt Simonson. "With the kind of wrappings around the leggings and the winged helmet, it was a cross of what vikings actually wore and what everybody thought they wore for many years. There's a nice historical quality and a real nice graphic quality, and the costume kind of splits the difference between them."

# 7 HAWKEYE



**HIS DEAL:** Former circus marksman Clint Barton left his small-time gig to join The Avengers as a master trickshot and hand-to-hand combatant.

**WHY HE'S COOL:** Think Errol Flynn-era Robin Hood. With a great swashbuckler look, Hawkeye truly lives up to his name, as expected from a real marksman. In fact, he's probably responsible for thousands of comic fans at least trying to take up archery at an early age. Besides lookin' so nifty, Hawkeye's costume is actually quite practical for an archer. That arm guard on his left arm? Sure it looks neat, but serious archers know that it's really there for a reason: without it, that bowstring would chew your arm right up. And in case the "H" on his forehead doesn't fill you in on his name, those straps running down and across his chest (which actually hold all sorts o' neat arrowheads) will, since they also form a subtle "H." And while green would've been the ultimate color choice for our boy Clint (DC's archer snapped that up), royal purple is a solid second choice.

**PROFESSIONAL OPINION:** "What a cool character," says Kurt Busiek, who most recently wrote the archer in *Untold Tales of Spider-Man* #17. "Hawkeye's costume is the costume of a physical character. Just as he doesn't have a superpower, he doesn't have super-clothes. [He's] the Robin Hood of superheroes."

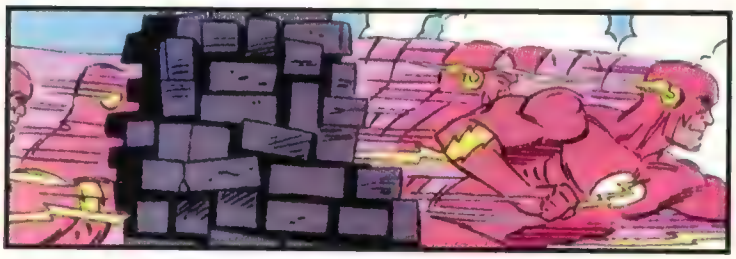
***The straps running down Hawk's chest actually hold his arsenal of arrowheads.***

# 6 THE FLASH (Silver Age)

**HIS DEAL:** When police scientist Barry Allen was doused in lightning-struck lab chemicals, he became the fastest man alive—The Flash. He died in 1986, saving the DC Universe against the nigh-omnipotent Anti-Monitor.

**WHY HE'S COOL:** The Flash's costume is simplicity at its finest. His striking red and yellow costume was always the brightest spot among the other icons in DC's Justice League of America. Sleek and uncumbersome, Flash's costume is quite practical, much like that of a runner's. (And considering when this costume was designed, it's actually before its time, since runners didn't start dressing down into spandex until years later.) The bright red color plays off loud, flashy race cars, and also creates a virtual red blur when Flash is running. This costume just screams speed, which the yellow lightning bolt breaks up nicely, as do the Mercury wings on his boots and ears, which also pay homage to the Roman god of speed.

**PROFESSIONAL OPINION:** "First and foremost, the character is a runner, so the costume had to make him look like a runner," says Flash designer and longtime artist Carmine Infantino. "The costume was simplicity itself. There was no encumbrance. The stripes on the belt and the wrists were put there to convey the feeling of speed, and they would look like a lightning bolt when he ran. The wings on the mask and the boots were there to enhance the look of speed when he ran. All in all, I think the simpler it is, the better."



***The Flash's costume was before its time, since runners didn't use spandex until years later.***

WILL THE 13TH ISSUES OF
CAPTAIN AMERICA, AVENGERS, IRON MAN,
AND THE FANTASTIC FOUR MARK THE END OF A UNIVERSE?

DISCOVER THE TRUTH THIS SEPTEMBER

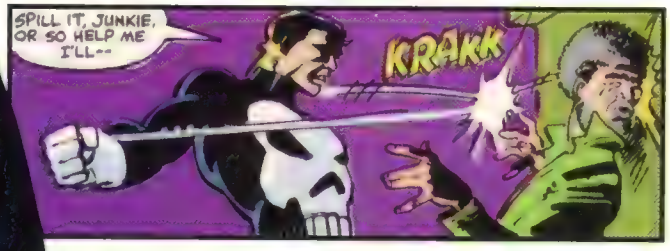
# 5 THE PUNISHER

**HIS DEAL:** When his family was accidentally gunned down in a mob war, Frank Castle vowed that all criminals had a bullet with their names on it.

**WHY HE'S COOL:** "If you're guilty, you're dead"—such was The Punisher's tagline, and it was reinforced by a look that *truly* struck fear in the hearts of criminals. Before grim 'n' gritty was the rage, The Punisher oozed darkness in a world of colorful heroes. Everything about this guy was black and white, from the skull on his chest (symbolizing the face of death), to his crimefighting ethics (you're either guilty or innocent, no gray areas in between). He doesn't even care that his face is exposed—the only people who see his kisser are criminals who ain't gonna be around long enough to talk.

**PROFESSIONAL OPINION:** "That skull symbol is hard to beat," says former *Punisher* writer Chuck Dixon. "It's probably one of the largest symbols on any costume—it takes up his whole chest." But its size is practical, he says, as it acts as a target that's layered on top of a high-impact armor plate. "Since all eyes would naturally go to the skull, the hoods would shoot at that and *not* at his head."

***"If you're guilty, you're dead" is The Punisher's appropriate tagline—and it shows in his design.***




# 4 WOLVERINE

**HIS DEAL:** A member of the X-Men, this mutant has heightened senses, a super-healing factor, and an adamantium-laced skeleton and claws that protrude from his hands.

**WHY HE'S COOL:** Wolverine is an example of substance over style. His look tells you what he is. First off, Wolvie is short, just like the small scrappy animal that shares his name. His exposed and super-hairy arms remind you of an animal, as do his razor-sharp claws. (Not to mention his gruff 'n' tough bestial personality!) Then there's the blue and yellow color scheme, just like the Michigan State Wolverines. (Hey, the colors sure as hell ain't used for camouflage.) And finally, there's his pointed mask and boots, which once again give the costume it that feral animal-like appearance.

**PROFESSIONAL OPINION:** "This was probably the most scientific approach I ever took to a costume," says John Romita Sr., who designed the character with writer Len Wein. "I went to the encyclopedia and looked at the picture of a wolverine. It was this little ferocious guy. So I jotted down notes on how I wanted him to look—small, ferocious, almost catlike, and I wanted to get the element of claws in there somewhere.

"It's not only a costume, but it's something that adds personality and really shows the overall power of the character. It's a costume design I'm very proud of."

***Wolvie's look goes beyond the costume—he's short, scruffy and ferocious, just like a wolverine.***

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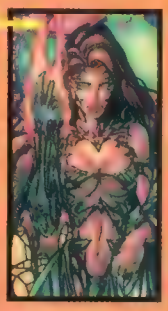
# BIG DUDS

**The 10 superhero zoot suits that couldn't cut the mustard**

**SUPERMAN** (ABOVE)
We're talking about the classic suit here, not that hunk-of-ass new one. And, before all of comicdom collectively jumps down our throat, all we're sayin' is that Supes' suit, while a classic, has one glaringly lame, horrifically outdated element: his red underpants. C'mon, DC, hire Alex Ross, Jerry Ordway or *somebody* to tweak that suit into greatness!

**SPAWN** (ABOVE)
Stylish, cool and gothic—but he doesn't look like anything specific. Sorry, but we couldn't pick you off of a poster if all we knew you by was your name.

**ATTUNEMENT**
Uh, what costume? We never said making a good costume was easy, but making *no costume* shouldn't be an option.



**GAMBIT** (BELOW)
What the hell is he wearing? A quasi-superhero suit beneath a trenchcoat? Looks kinda neat but, like Spawn, nothing specific.

cont. on pg. 48

## 3 BATMAN

**HIS DEAL:** His parents gunned down in front of him as a small child, millionaire industrialist Bruce Wayne has honed his body and mind to perfection preying on Gotham City's criminals as Batman.

**WHY HE'S COOL:** How many characters can you instantly recognize in the dark? Or from behind? Either way, none are easier to peg than Batman…and he's not called "The Dark Knight" for nothing. Intended to strike fear into criminal's hearts, his dark colors and sharp edges certainly achieve their mission statement and then some. His costume is extremely practical. Wrapped in dark colors, the bright yellow bat-symbol on his chest is intentional, to draw the bulk of any bullets. Good thing he's got tons of armor for protection underneath! And his cape goes way beyond the sheet-tied-around-the-neck look with its multiple crescent-cut edge; it's also a weapon that's weighted, capable of cutting, bullet-resistant, fire-resistant, etc. And of course there's Batman's yellow utility belt, which not only breaks up the black in his costume nicely, but stores all sorts of useful gadgets, from gas masks to gum.

**PROFESSIONAL OPINION:** Current Bat-scribe Chuck Dixon agrees: "The cape and the mask make Batman, because even in silhouette you know it's Batman. There are very few characters like that. You always know who he is, which makes him very distinctive."

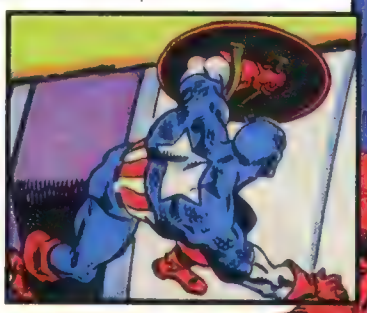
*Even in the dark, you know it's Batman.*

## 2 CAPTAIN AMERICA

**HIS DEAL:** Injected with the military's experimental "super-soldier" serum, 98-pound-weakling Steve Rogers was transformed into the perfect physical human specimen. He has since devoted his life to preserving the American Dream as Captain America.

**WHY HE'S COOL:** Captain America's design is the ultimate patriotic translation of the American flag. The stars on his chest and back, and the red and white stripes on his otherwise blue costume all derive from Ol' Glory. Plus, there's the American Eagle wings on the sides of his head and, in case you need the extra clue, the big "A" on his forehead that stands for America. The suit just inspires a sense of patriotism! And then there's his shield, which might as well be a part of his costume. It complements the whole red, white and blue motif and is the ultimate "weapon" for Cap—it's mostly defensive, as Cap tries to avoid fighting when solving a problem—but if something gets ugly, Cap turns it into a highly offensive weapon with his unerring accuracy throwing it.

**PROFESSIONAL OPINION:** "Captain America has the coolest costume on the planet," says *Captain America* penciler Ron Garney. "It doesn't need to be altered. It's not dated. It's a symbol, much like the man himself. He represents America and liberty—it's straightforward and to the point. Sometimes you have costumes on characters that gratuitously have other gadgetry, but this is just him and his shield."



*Cap's look is the perfect translation of the American flag.*

THIS NOVEMBER
FANTASTIC FOUR #1
BY SCOTT LOBDELL & ALAN DAVIS
CAPTAIN AMERICA #1
BY MARK WAID & RON GARNEY

THIS DECEMBER
AVENGERS #1
BY KURT BUSIEK & GEORGE PÉREZ
IRON MAN #1
BY KURT BUSIEK & SEAN CHEN

AND THIS IS JUST THE BEGINNING

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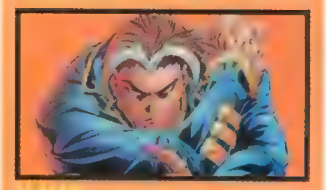

**X-MAN** (ABOVE)
He's like a bad 1980s MTV video nightmare. Somebody toss this guy back into the Duran Duran video he walked out of.

**DR. STRANGE**
Pretty cool and somebody who almost made the list, but there's something missing in his design. He needs a slightly more Vertigo-esque weirdness about him.

**DAREDEVIL**
Cool, sleek, simple design...but too simple. What do you get when you take the yellow out of the Flash's mostly red costume? A character that didn't make the top 10 best list.

**DEADPOOL**
Hmmm...a wisecracking athlete dressed mostly in red who often finds himself in conflict with the law? Sorry, the list was for the "10 best-designed costumes," not the "most embarrassing Spidey-Xeroxes."

**SABLE** (ABOVE)
...ugh. We hold this guy responsible for the shift away from superhero costumes and into the "doesn't take much skill" militaristic character design.

**MONKEY**
He's a monkey that rides a dinosaur. And he's naked. ■ *The Wizard Staff*

# 1 SPIDER-MAN

***HIS DEAL:*** Bitten by a radioactive spider, Peter Parker gained superstrength, the ability to stick to most surfaces and the power to "sense" danger. He now uses those powers to fight crime as Spider-Man.

***WHY HE'S COOL:*** Y'know, for a high-school kid, Peter Parker is one helluva tailor! Spidey's extremely detailed costume is so unlike any other, mainly because it broke away from the industry standards when it was designed in the early 1960s. Spidey's unique suit didn't have the underpants on the outside, didn't have his chin exposed and didn't have a set of stand-alone gloves. Adding to his sense of wonder are those big white eyes of his, which look cool as hell, as opposed to the thin eye slits of Batman, which look much darker and more mysterious. And even though his costume's red and blue (the flashy colors are representative of Spidey's bouncy, comical nature), it conveys a spidery feel with all of those webs, the two spider logos and its overall creepy-cool look.

***PROFESSIONAL OPINION:*** "The costume was supposed to be a little bit spooky-looking," says Spidey co-creator Stan Lee. "The character is based on a spider and spiders are kind of creepy."

But Lee points out another tidbit about a completely covered-up hero: "I think that enables anybody in the world, whatever the color of your skin—no matter if you're black, white, Asian, whatever—to empathize with Spidey. He's popular with all types of people because when he's got the costume on, he could be anyone underneath it."

Alex Ross summed up the coolness of Spidey's costume best, when he learned of our ranking: "If you guys don't make Spider-Man the number one costume, you're crazy. I'll lose all respect for you. Spider-Man's costume is the best of all time." 'Nuff said. W

*The Wizard staff prefers the free feeling that being a nudist provides. Except for the fat male staffers, who have boobs and stretch marks and make us queasy.*

Beyond the [illegible], Spidey also has other spider-elements like "spider-sense" (which warns him of danger, at far left) and web-shooters.

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# THE WIZARD Q&A

BY CRAIG SHUTT • PHOTOS BY PAUL SCHIRALDI

## DC's executive editor reveals his love for his 'favorite son' Superman, why Hal had to die and why the time is right for a new universe of superheroes

Mike Carlin plays favorites. Four Superman statues, each featuring a different period style, stand together along one of the two ceiling-high window expanses in his corner office overlooking the Ed Sullivan Theater in Manhattan. The statues—and posters, action figures, videotapes and promotional pieces—seem perfectly at home in an office that resembles a kid's bedroom as much as it does the office of the executive editor of the DC Comics Universe.

"Superman will always be a favorite son," the Man of Steel's former editor admits while leaning back in his office chair, "which is unfortunate for Joey Cavalieri," the character's current line editor. "But I've always encouraged him to make the books his own thing." Carlin (or The Great Carlini, as he calls himself on voice mail) rose to his current position in 1993 after performing two major feats on the Superman comics: He linked all four Superman titles to tell a continuous story and he killed Big Blue.

It was a dramatic turnaround after being fired from Marvel Comics seven years earlier by then-Editor-in-Chief Jim Shooter, who was notorious for having specific ideas on how comics should be edited. But Carlin has fond memories of his time there, and especially of his mentor, the late Mark Gruenwald. Carlin worked as Gruenwald's assistant editor in 1982-84, and collaborated with him on the massive 1996 Marvel/DC crossover. Both of these experiences have given him a distinct perspective on the Big Two's characters and how the companies compete.

Although DC has its share of corporate "suits," Carlin isn't one of them, dressing in jeans and a blue polo shirt. His personality fits the casual look, punctuating comments with a wry, self-deprecating humor. He leans forward over his desk as he considers questions put to him. Although modest in perspective, his quiet, even voice has enough edge to make it clear he isn't afraid to make decisions—or to lay back when it's warranted.

# Mike Carlin

## Vital Stats

**Name:** Mike Carlin
**Occupation:** executive editor of the DC Universe
**Born:** October 6, 1958 in Brooklyn, N.Y.

**Base of Operations:** DC Comics in Manhattan
**Career Highlights:** Worked with writer/artist John Byrne to relaunch Superman in 1986 as line editor; linked all four (now five) Superman books into one continuous storyline in late '80s; spearheaded mega-popular "Death of Superman" and "Return of Superman" storylines; named DC Universe executive editor in 1994.
**Favorite DC Character:** Bibbo. "He's my fav'rit! He embodies the enthusiasm and wonder people feel for Superman. He's fun to work with." His name comes from an old episode of "The Honeymooners," Carlin's favorite show, in which a guy with that name annoyed Ralph and Norton.
**Least Favorite DC Character:** "I have one—in fact, I have a list, but there's one I think really stinks. But you'll never get it out of me. Maybe you can have a contest to let readers guess it."
**Favorite Comic Book Character:** Superman. Carlin had his tonsils removed when he was two, and he woke up on the gurney with a bunch of Superman comics on his lap, compliments of his mother, a big fan of Superman, Wonder Woman and EC Comics. "That's one of my earliest memories. It must've been the drugs."

**WIZARD:** So what does an executive editor do, exactly?
CARLIN: I guess I'm a cheerleader. The glue. A referee, a daddy, a mommy—and I'm the baby, too! Sometimes I get what I want just because I'm the baby. Ultimately, my job is to steer the giant DC Universe cruise ship through interesting waters—without sinking the ship. [*Laughs*]

**How much input do you have on the comics every month?**
My theory is to hire people whose work I like and trust. We have a system where I read a certain number of books each month after they've been written, penciled and inked, but before they go out, so I can offer constructive criticism for the next issue. My goal is to pass along things I've learned from my own mistakes and from people I worked for who I thought were making mistakes in a kind of steamroller way. It boils down to not wanting every room in the cruise ship to have the same decor. [*Laughs*] But we really are still going in the same direction.

For instance, on our new *Young Heroes in Love* book, I've asked them to tone down the [cartoony] *Adventures*-style look it has. The subject matter is stronger, and I don't want to mislead anyone as to what type of book it is. So its look will evolve. If I were bossier—and some of the editors may say I already am—I could have made them redo the first issue.

But ultimately, having me looking over the editors' shoulders like that results in bad comics. I want to encourage the guys to do weird stuff that's never been seen before and that they're excited about, because that's how the readers are going to get excited, too.

One of the good things about DC is that we have such a diverse line. We can have a book like *Lobo* and one like *Starman* running side by side, which is cool. Personally, I couldn't edit a book like *Lobo*, because I don't have it in me. I'd like to do a humor book someday, but *Lobo* is a kind of humor I don't have a talent for.

*"Clothes don't make the man" is Carlin's take on Superman's new look.*

**What is your talent? How did you get to be executive editor at age 35?**
If I've done anything right in my career, it's that when someone has given me the ball, I haven't dropped it, and that's a lucky thing. That includes the "Death of Superman" story. We really didn't drop the ball on the "Return" stories; the writers and artists rose to the occasion and the pressure of having the whole world watching. That's my proudest moment here.

**How did you wind up at DC?**
I was doing freelance writing and drawing for *Crazy* [Marvel's version of *Mad* magazine] starting in 1980. I've always wanted to draw comics, but I'm not a good enough draftsman to do serious stuff. I do the cartoony stuff—it hides flaws, which I call my style. That got me noticed at Marvel, and I got hired as an assistant editor to Mark Gruenwald.

That was the luckiest break that anybody could have. I loved working at Marvel and especially working with Mark. I still think Marvel is potentially a great place; the characters are as good as anybody's. Then I got to be the editor on *Fantastic Four*, *Captain America*, *Rom* and *Dazzler*.

**If you enjoyed your job at Marvel, why did you decide to leave?**
They decided for me! The editor-in-chief [Jim Shooter] decided I wasn't doing a good job, so I was terminated [in 1986]. I was lucky enough to have worked with [writer/artist] John Byrne on *Fantastic Four* earlier in the year, and he was then working on Superman at DC.

[Then-Superman editor] Andy Helfer was phasing off the Superman titles to do *Justice League*, so the day I got to DC, I was the editor of Superman.

Nobody could ask for a more lucky sequence of events. Again, I could have failed miserably or really messed up, and I made some

mistakes; everybody does. Overall, if I've done anything for Superman, it was to take a character who was kind of floundering around and give him a point of view. A lot of that at first meant letting John Byrne's point of view be in charge; I think a good editor is someone who knows when to lay back and let the creator do his thing. I didn't think I really became editor of Superman until John left. Until then, I was just being paid to do it.

**Going back to the now-legendary "Death of Superman" story, does it up the ante for Superman stories? Do you now have to keep doing bigger and bigger events to get attention?**

To some degree there's more pressure. But my bosses have never said, "Give us another 'Death of Superman,' " and I've never said it to my guys. We'll never be able to do it again, and we'll *really* never be able to do it on command.

Event stories have become our style on Superman, but Superman needs a super-level of story. After 60 years, it's tough to come up with something that readers haven't seen before. "Death" wasn't a new idea for Superman—it was a fight scene, really. It's how we looked at the aftermath that was new. We did eight issues with our hero as a cadaver!

We realize that Superman's popularity is handed to us. That same story done with another character wouldn't have mattered. We know we have the family jewels to play with, and if we don't drop the ball, everybody wins.

**Was it a difficult decision to change his costume and powers?**

I'll trust an editor and the creators to be able to do a story with passion if they believe in it. We always try to have a point to our stories. Ultimately, "Death" was about not taking Superman for granted. We thought readers were overlooking him and being dazzled by the flashy new companies, and it was frustrating. Our new story is kind of a "don't judge a book by its cover" story. It's not the clothes that make the man.

**So when is he changing back?**

[*Laughs*] I'm not going to tell you the punchline to our gag. But I will say that before the story started, we knew the end, and everyone agreed on what we were doing. We've never said anything except that this is a story, and stories have endings. The roller-coaster ride will be fun, but you also know you're going to get off it some time—and maybe get back on.

**Is it true there's another twist planned for this Superman story before the end of the year?**

We do have a little bit of an event planned for the Superman costume/powers saga toward the end of the year, but I really can't spell it out for you at this point. Sorry.

**There's a rumor that it might involve a Superbaby.**

Sad to say, there are no plans this year regarding a Superbaby of any kind. I promise you.

**How did you decide to link all the Superman books into one continuous storyline during the late '80s?**

That was nothing more than my effort to avoid having the books contradict each other. The level of coordination we managed to pull off on the Superman books probably helped put me into the position to become executive editor more than anything. It's a hard thing to do, but it's worth it. I'm trying to achieve that level of continuity with the entire DC Universe. It's never been tighter than it is now, although we still make mistakes.

One of the advantages Marvel always had over DC is that their continuity was much cleaner—they only had 30 years' worth, and we had 60. Marvel has just had to deal with some of that with its "Heroes Reborn" stuff, and I hope for their sake they find a way to explain how it fits. But to me, it seems like an old DC idea. [*Laughs*]

I think 30 years is the point where you start messing yourself up even if you don't want to. It gets unwieldy. I'm not a fan of continuity *per se*; I see it as a necessary evil. But we're trying not to arbitrarily contradict things or start anything over from scratch.

**But you did start over with Superman in 1986.**

DC did, but it wasn't so much the current crew. Generally, the era of starting from scratch was the mid-1980s approach. If I'd been around when they revamped Superman, I might have argued that we didn't need to throw away the entire history. Anything we've done since could have been done within the old continuity—except for Ma and Pa Kent, and that was a big victory for the revamp, because they're great. But we could have done their stories another way if we had to, like with Lois Lane's parents.

Not to sound like a company man, but ultimately, I'll deal with the toys I'm given in

*After the historic "Death of Superman" story, Carlin admits to there being pressure among the creators to top it.*

the shape they're given to me and make the best of it. I certainly didn't want to confuse the issue by changing things back again. And now, after 10 years, we've created something that lets newer readers get in on the ground floor.

**Have you considered breaking up the Superman storylines by title, as you've done with the Batman books?**

We considered making it one semiweekly comic right before [former Superman creator] John Byrne quit in 1988, since he was handling *Superman* and *Adventures of Superman* [the only two solo Superman books at the time]. Now, that would be more jarring with separate teams on each. There's still an element of reading those titles you like and not feeling forced to buy the others. If the stories continue, we try to recap enough to let you pick up just one. We don't always succeed, but that's the goal. You're definitely only getting part of the picture, but we try to play fair.

The Batman split came about because there was some backlash that fans felt they had to buy a lot of comics. Yet sales on the books have had exactly no change, up or down. But it wasn't necessarily a sales thing; it was a breather, a change of pace for the titles. It was something to try, and now maybe it's time to go back to some more linked stories and then in a couple years go back to separate stories again. We should be changing our pitch every now and then just so it's not the same song and dance.

**Is that why you've put new heroes into old costumes?**

There aren't a lot of new readers coming into comics, because comics have been something of an exclusive club with 30 years of continuity to know. Why are we making it hard for everybody? We want to give them more places to jump on, like with Kyle Rayner [the new GL].

Old-time fans don't believe we care about them, because we make changes or kill their favorite characters. Ultimately, we're trying to reflect real life. The members of the Justice Society are old men, and old men die, sometimes in battle trying to do something they can't do anymore.

In the case of Hal Jordan, I refuse to relinquish our right to tell an unhappy ending. With 700 stories a year, they can't always end with the hero winning, can they? Besides, we're telling stories about the never-ending battle. I guarantee you'll see something of Hal Jordan someday in some capacity.

Everything is right for its time or it goes away. It's not offensive or an insult, it's the way it is. It was time for Hal to go away, and we picked this way to make it happen.

*JLA* is an example of a revitalization that fans liked immediately. It's fun. Part of the appeal, admittedly, is having Grant Morrison do it—because he's that Vertigo guy. It's like driving past a car accident. [*Laughs*] There's an appeal to the danger of not knowing what he'll do with it. But the pleasant surprise for readers is that he's doing something fairly traditional and upbeat and iconic while throwing in some new twists.

**Are comics hurting themselves long-term by not creating more books for young kids?**

We've been trying to respond to the frustration we hear that there aren't enough comics for young readers. But I would say that *The Power of Shazam!* [which Carlin directly edits] is as old-fashioned and young-reader-friendly as there is. The "Adventures" line [based on the Batman and Superman cartoon series] is another way we're addressing that market. So are the Cartoon Network and *Animaniacs* comics.

But the bottom line is that comic shops aren't going to order those comics in bulk, even though they say they want them, because kids aren't coming into comic shops anymore. The shops' problem is that you have to already be inclined to go to a shop to find comics. The newsstand distribution system has to be an answer of some kind for younger readers.

**Do you think DC will ever overtake Marvel as the #1 comics company?**

Marvel still has the momentum, no matter what the behind-the-scenes story is. The X-Men and Spider-Man books are happening. That dominance will break someday, and someone else will be #1. My job, and my guys' jobs, are to worry about the stories and let others worry about that positioning.

During the big boom of the early 1990s, we stayed with our focus on the stories, and in my opinion, slow and steady wins the race. Because of what we are, it won't be a brand-new type of comic that saves the day for DC—DC is about characters, and if we become #1, it will be our characters and their stories that get us there.

DC is doing a new line of books called Tangent Comics, taking just the names of some DC characters and completely recreating them in an alternate universe.

**How does the line fit into the mix of characters? Doesn't it risk creating the same**

*"It was time for Hal to go away," Carlin says of replacing the veteran Green Lantern (left) with a hipper hero (above).*

# CMJ 97

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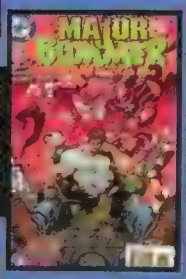
# Unsung Heroes

**Here are the top five DC sleepers that Mike Carlin thinks readers are missing. See if they catch your fancy.**

**Resurrection Man** Meet Mitch Shelley—every time he dies, he comes back with a new power. "It's got a tone that we don't have anywhere else in the DCU."




**Major Bummer** Imagine Pauly Shore with superstrength and superintelligence. "It's my new favorite comic. It's fun and it's corny."

**Scare Tactics** A horror romp starring teen monsters who form a rock band touring the globe. "It's a very solid comic book, but people just aren't trying new stuff now."

**Challengers of the Unknown** This "X-Files"-esque book stars a team of paranormal investigators. "It's a masterpiece of design and draftsmanship."

**Young Heroes in Love** An offbeat book where "Melrose Place" meets superheroes. "It's a fun book. It's definitely different from Superman." ■ *CS*

**problems that occurred with Earth-2, which was said to be confusing to readers?**

Tangent is just a goof. It's a fun little idea. If we can give readers something they don't expect, we're ahead of the game. Right now, Tangent is nine one-shot comics coming out in one week; if they're a risk, it's only a one-week risk. If it's successful, Tangent has the potential to someday affect the DCU. But it's not going to right now. This is its only appearance, for now.

As a company, DC eliminated the Earth-2 stuff, but as a reader, I didn't really understand why. Even as a kid, I never had much trouble with the concept of another dimension vibrating at a different frequency from our own. [*Laughs*] I loved that Earth-2 stuff.

**Is DC going to do another Amalgam Comics event next year with Marvel?**

I wouldn't mind a new series, but maybe we should throw a new monkey wrench into it. I certainly think that would give us more room to play with things.

Marvel is developing a new Access miniseries [which crosses over the Marvel and DC Universes], and the story is excellent; it's really great. We'll see what happens.

**Do you miss not having (late Marvel editor) Mark Gruenwald to work with on the Amalgam series from the Marvel side?**

Oh, definitely. I miss that a lot, on a lot of levels. It actually took a lot of the fun out of it for me personally, but it didn't for the other creators. They had fun.

**You're both up for an Eisner as the amalgamated "M.M. Carwald."**

That's bizarre. A part of me hopes he loses, frankly. Fictional characters shouldn't win awards that humans will feel bad about losing. [*Laughs*] We were in the thick of it; we thought up the idea and kibitzed on names and stuff. But again, we were the glue; so many others really did the stories.

It's the same way I work on every project at DC. I couldn't do it without the advice of Denny O'Neil, Archie Goodwin and Dan Raspler on the senior editor level—I'd be a fool not to take advantage of that experience.

I figure my part is to guide and steer and occasionally raise a question. It's not about Mike Carlin's Superman or Mike Carlin's Universe. If I can make it something interesting while I'm here, then that's all I want. W

*Craig Shutt's Universe is a fun place to visit. You can get all the cold cuts you want.*

*Amalgam Comics co-creators Carlin and Mark Gruenwald helped concoct Dark Claw—a combination of DC's Batman and Marvel's Wolverine.*

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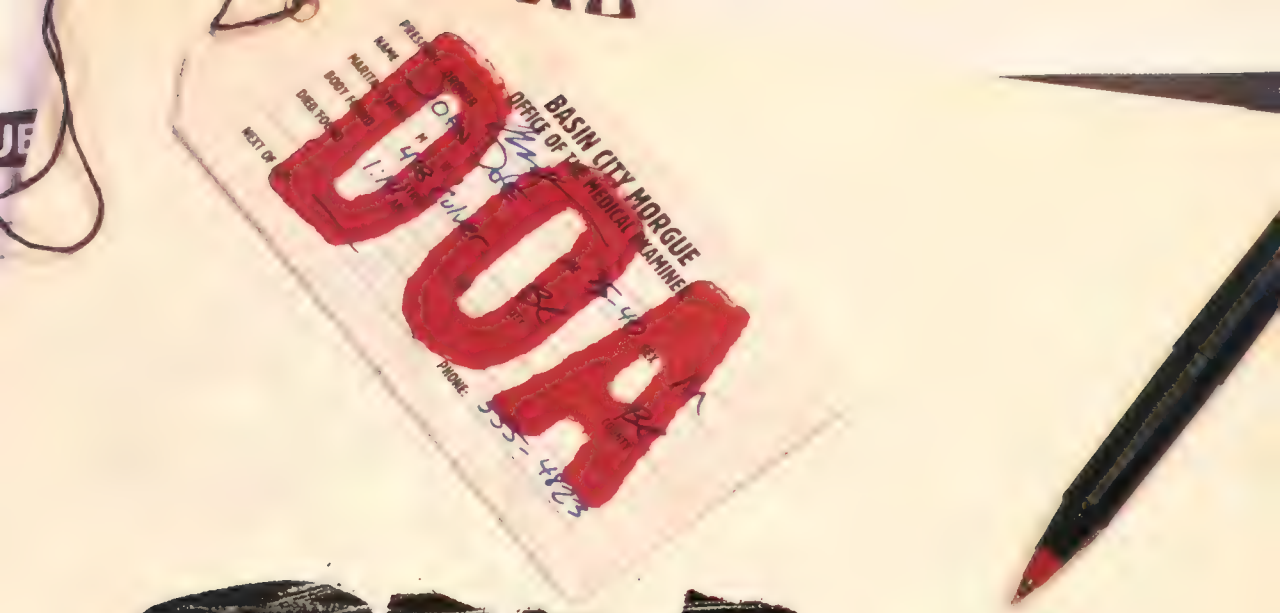



# SIN CITY CLASSIFIED

Compiled by Officer Matthew Brady

## OFFICER'S NOTES

THIS FILE WAS FOUND IN VICTIM'S APARTMENT ON THE NIGHT HIS BODY WAS FOUND. SEEMS HE HAD BEEN COMPILING A PERSONAL "REFERENCE GUIDE" TO BASIN CITY + ITS UNDERWORLD.

CURRENTLY INVESTIGATING ANY CRIMINAL LINKS TO VICTIM.

Police photos by Paul Schiraldi

EVIDENCE A: This was excerpted from the victim's journal found in his apartment. It was the final entry.

**Journal Entry 314**

This place is a hellhole.

Crime lords flaunt their power in white Cadillacs. Pushers hang out in every alley. Hookers have their own section of town to call their own. Even the law has a price.

It's a good place to call home.

On a map, the town's called Basin City, not that anyone ever calls it that. No, the locals call it "Sin City," and one walk down Culver Street makes it pretty obvious why.

A little research gives you the bigger picture. Years ago, this town was setting up to become a former gold-rush town turned ghost town memory in the middle of the desert, until a man named Roark had an idea. He decided to give folks one good reason to stay in Basin City — sex. Old Roark imported hookers from every corner of the globe, and brought them to Basin — which quickly acquired its new nickname by dropping the first two letters. He set them all up in a part of the city called Old Town, and they've pretty much ruled it ever since.

Roark's plan worked, too — but not completely the way he expected. Yes, people came from miles around to visit Sin City and see the "sights" in the wildest stop in the west. However, the ladies, free of any prosecution from their home states and countries, stayed on, setting up their own form of government, and passing their traditions from mother to daughter over the years.

When the ladies set up shop, everyone else came along too. The mob, gangs, pushers and petty crooks, as well as big-time criminals. They're all here, each one of them looking for a score.

In the meantime, the Roark family held on to Sin City. They've owned the town forever, it seems. Every high position of government or society has had a Roark in it at one time or another: mayors, senators, governors, priests and cardinals. The thing that connects them? They're all rotten. Every single stinking last one of them — rotten to the core.

With them at the top, is it any surprise that their city is the same?

EVIDENCE B: The following was a letter to the victim, intent on relaying information about Basin City. The rest of it was not found.

u again, &

it's always a pleasure. Here's the info you asked for:

Newspaper: Basin City Times. (Owned by the Roarks — don't look for any real news here.)

Population: No one really knows. They tried taking a census last year, but people don't come here to be counted.

Sq. Mileage: Disputed due to property tax corruption. Depends on who you ask.

Weather: All extremes. When it's hot, it's in the 100s. Winter brings bitter winds, temps in the 30s, + wind chills cold enough to freeze your blood before you lose feeling in your face.

Culture: Dream on.

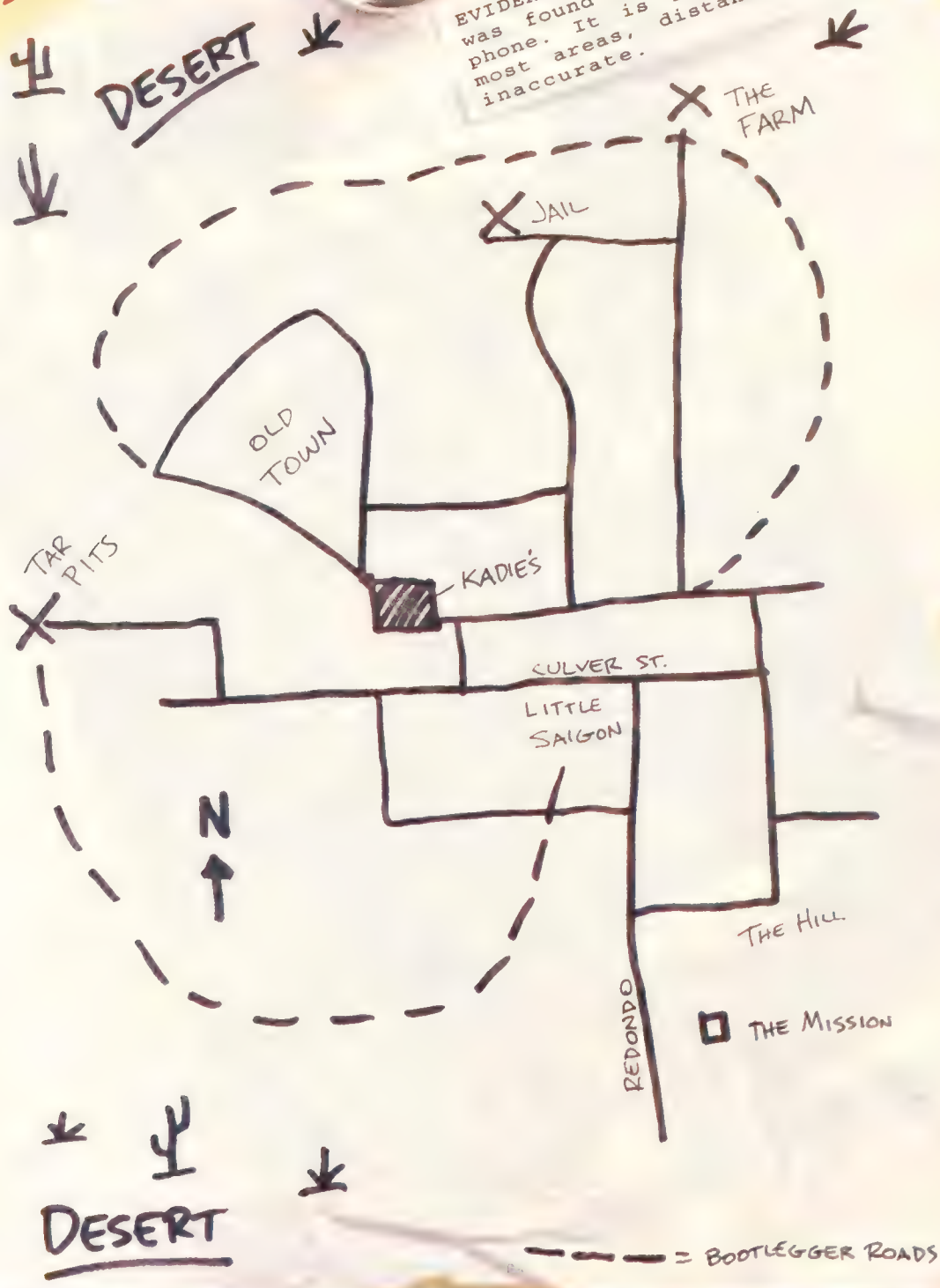
Commerce: Tourism. Heh. That's the official line, but we know where the "tourists" go.

I anxiously await your arri

OLD TOWN
FRI.

THE FARM
SAT.?

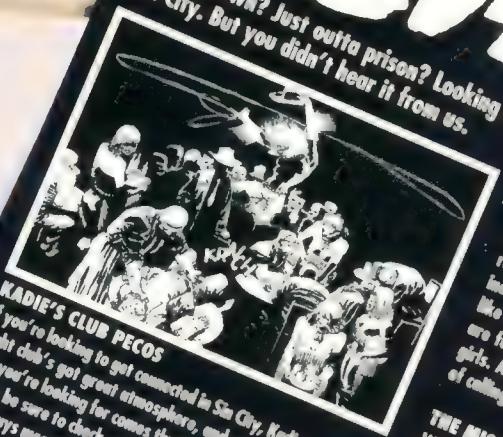
EVIDENCE C: This hand-drawn map was found near the victim's phone. It is incomplete, and in most areas, distance is inaccurate.



EVIDENCE D: This pamphlet with photos was found in victim's journal.

# SIN CITY HOT SPOTS

**New in town? Just outta prison? Looking to score big? Here's a short list of places to see in Sin City. But you didn't hear it from us.**



**KADIE'S CLUB PECOS**

If you're looking to get connected in Sin City, Kadie's is it. This night club's got great atmosphere, and sooner or later, everyone you're looking for comes through the doors. While you're there, be sure to check out Nancy's act. She can hold a room full of guys mesmerized without even trying. And by the way, keep your trouble outside. While you're free to make all the deals you want at Kadie's, there's absolutely no fighting inside. Don't push Kadie on this one, she's got enough friends to make sure that if you start trouble, you won't be around to see it finish.

**THE FARM**

Stay away from this place. Too many rumors are floating around about what goes on here, and what you can hear from the road at night. Too many people have died at the farm. If you don't want to be one of them, just keep clear of it.

**OLD TOWN**

The city's corner of heaven. This part of town is run by the girls, and they keep it up like a well-oiled .45. If you're ready to pay, you can find any pleasure you've ever imagined...and a few you haven't. But be warned: The girls don't like any trouble, so don't go in looking for any. The Tar Pits are full of chucklehoods who thought they could cross the girls. And the cops don't bother them, so don't even think of calling for help.

**THE MISSION (FORTRESS ROARK)**

Want to see the best fortified house in the state? The Mission is it. Cardinal Patrick Roark keeps himself holed up there behind 12-foot walls and enough armed guards to start a small war. While he's there, he receives pretty important visitors like governors, senators and even some that are higher than that, all looking for favors from one of the city's most powerful men. Word on the street is that if you get within 50 feet of the place, the guards' trigger fingers start to get pretty nervous. A word to the wise: Stay away.

**SANTA YOLANDA TAR PITS**

Need a place that will swallow evidence up whole and no one will be the wiser? Check out the Pits. They were set up a few years back after one of the big dinosaur movies in hopes that tourists would rush to see a few fake dinos and a whole lotta tar. The paying customers stayed away, but it still sees a good number of "visitors"—many of whom never left, if you catch our drift.

THE FARM
SAT.?

HARTIGAN
555-2612

EVIDENCE E: The following notes are believed to be written by victim. Will investigate connections to victim.

**DWIGHT McCARTHY**
The man to see for any photo surveillance. For real money, Dwight used to work for the newspaper, but now he mostly free-lances for Agamemnon, one of the local, half-honest, P.I.s. Dwight's a good man to have on your side, a hell of a fighter if things come down that way, and the pictures he takes are second to none. Like all of us, he's got a wild side, so don't ever cross him.

**MARV**
Stay clear of this guy. He does his own thing and is one of the best headbusters in town. He can't be bought, so don't even try, or you might find yourself at the end of his fist. Some say he's a little touched in the head, but the word out there is that when he gets going on something, there's no stopping him. Just buy the guy a beer and leave him alone.

**FAT MAN & LITTLE BOY**
Their real names are Douglas Klump and Burt Shlubb, and for the right price, these guys will do anything. They're decent fighters and don't ask too many questions, but while they're on a job, they tend to yack it up, talking about everything under the sun. If you get them for a job, make sure to tell them to keep it quiet.

**MANUTE**
No one knows much about this pain-inflicting brick-house, and that's good. He's rumored to have killed more people than you've probably ever known. Folks say you'll never even hear him coming for you, but your pain will last an eternity until you finally die. If you see him, just keep walking and pray he's not looking for you.

**OFFICER JOHN HARTIGAN**
This cop is so honest, it's a miracle he's lasted as long as he has. Despite this, he's a pretty good guy to have around. If you ever get into real trouble, he's the cop you want to find. Be warned, though, he won't take any money, and he'll probably throw you in the lockup if you even try. And never, EVER ask him how he got the scar on his forehead.

**THE COLONEL**
This guy is frightening. No one really knows if he's ex-military or what, but he has a lot of pull in the city fulfilling some unknown agenda. Nobody's sure how big his forces are, but that's probably because no one's ever lived long enough to find out. If you hear his name mentioned, forget you did because what you know CAN hurt you. Last photo attempt: 6-2-97.

FINAL SERGEANT'S NOTE: Officer Matthew Brady has taken a leave of absence from the BCPD. He cited the brutality of this case as the primary reason.

LUCIEN

A SOLDIER THRUST INTO AN UNWINNABLE WAR HE CAN'T AFFORD TO LOSE.

ANDROMEDA

A SCIENTIST CONSUMED BY A DESTINY SHE COULD NOT HAVE IMAGINED.

DAVE FINCH BATT

ASCENSION #1

SEPTEMBER 1997

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IN YOUR STORE THE WEEK OF SEPTEMBER 8-12 GUARANTEED.

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image

**SPECIAL 16-PAGE BONUS SECTION!**

# SPAWN: The Next Frontier

He's conquered the world of comics. And video games. And action figures. And animation.

Now Todd McFarlane has his sights set on a new target—Hollywood.

McFarlane faces the biggest challenge of his professional career as he hopes to take his franchise character Spawn and sell it to mainstream North America in the form of "Spawn"—a $40-million film released by New Line Cinema Aug. 1.

Spawn's meteoric climb began in 1992, when the hugely popular McFarlane bolted corporate Marvel for the green pastures of self-publishing as a co-owner at Image Comics.

*Spawn* #1 burst into the number one spot selling an unheard of two million copies, and the book has consistently ranked near the top sales spot ever since.

And McFarlane has continued to build his empire. After comics, he ventured into video games. Then came his blockbuster McFarlane Toys enterprise. And, earlier this year, he exploded onto the animation scene with a high-profile late-night series of projects for HBO, setting the stage for his character's big-budget movie premiere.

What follows is a 16-page behind-the-scenes look at the "Spawn" movie. It starts with a look at the cast of characters who make up "Spawn" and continues with a day on the set with McFarlane. From there, we take a look at the makeup process the actors went through to achieve the look and feel of the Spawn characters. Then we hear a fanboy's dream, how one person got to be an extra on the set of the film. It all wraps up with our "Spawn" contest, in which you can win a prop from the film, among other film-related prizes.

We know you'll enjoy reading this and when you're done, you'll have only one question: What's next for Todd McFarlane?

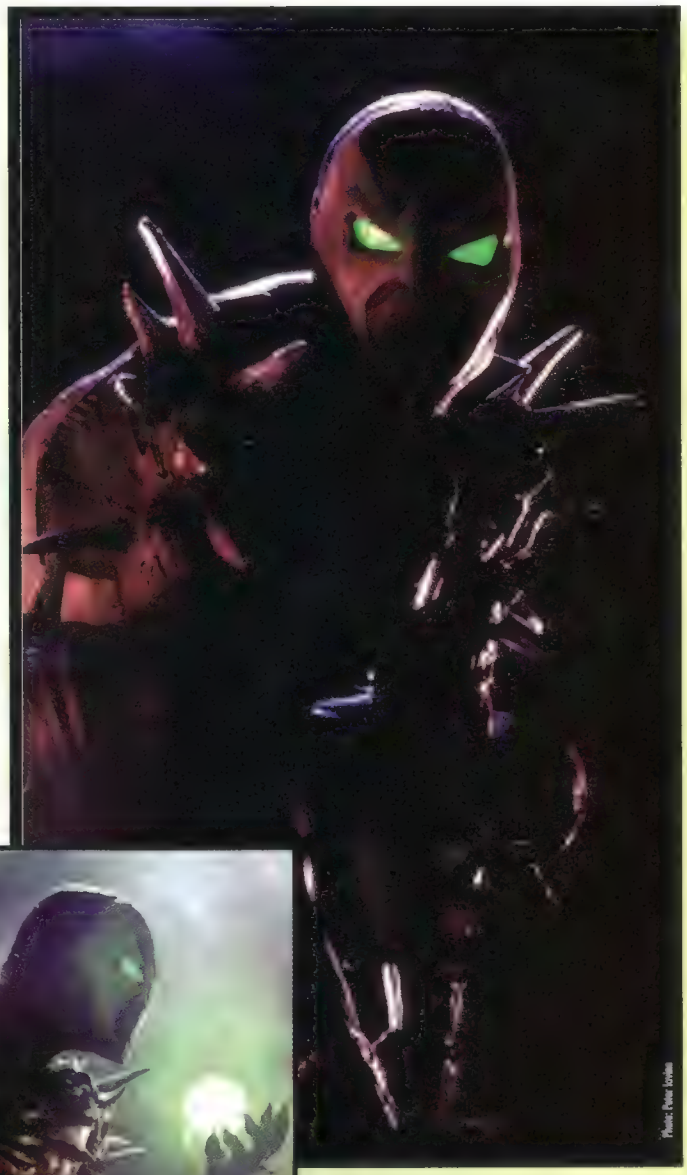
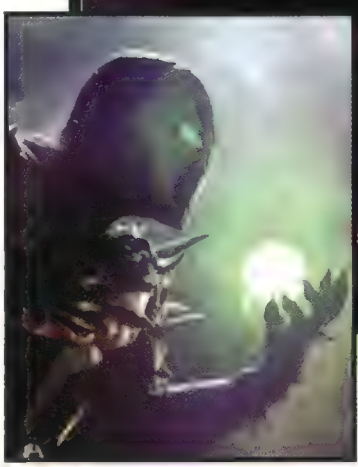


Photo: Peter Jovian



# The 'Spawn' Scorecard

## A rundown of who's who in the 'Spawn' movie

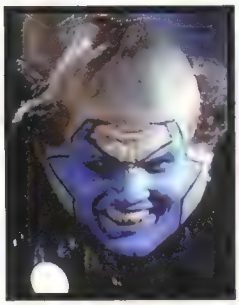
By Rob Allstetter • Photos by Peter Iovino

### Al Simmons/Spawn

**ACTOR:** Michael Jai White

**HIS DEAL:** An agent of the government organization A-6, Simmons is devoted to girlfriend Wanda Blake and yearns for a more peaceful lifestyle. On his final mission, he is set up, set afire and killed by the agency's leader, Jason Wynn. But Simmons, wanting to be with Wanda, strikes a deal with the demon Malebolgia and returns to Earth five years later, not knowing he has been positioned to lead Hell's army with Spawn's powers.

**THE SCOOP:** "He's not a cookies-and-cream superhero," says White, who withstood extreme makeup demands to get into character and handled many of the action sequence stunts himself. In the film, Spawn does not wear a cape, (a fixture of his comic book costume), but one does pop out on occasion from his morphing armor. Like in the comics, there are numerous scenes showing Spawn's non-masked, burnt-face "Hamburger Head."



## Clown/Violator

**ACTOR:** John Leguizamo
**HIS DEAL:** An underling of Malebolgia, Clown's job is to get Spawn ready to lead Hell's army—antagonizing him all the while for a job he feels he should have had. To keep Spawn in line, the manic Clown transforms into the monstrous Violator, a cross between a "Jurassic Park" dinosaur and a praying mantis.
**THE SCOOP:** "Until you see him in costume, you can't believe he transforms into this weird, fat guy," says Executive Producer Todd McFarlane. Leguizamo, who frequently ad-libbed Clown's one-liners, endured long makeup and costuming sessions to become, as he put it, "the Jackie Gleason from Hell." Look for the scenery-chewing Leguizamo to actively promote "Spawn," as witnessed by his recent hosting of "E!'s Guide to Summer Movies."

## Cogliostro

**ACTOR:** Nicol Williamson
**HIS DEAL:** A mysterious dweller of the streets, Cogliostro helps Spawn learn about what has happened to him and teaches him to use his powers. Take the appearance of the pro wrestler Undertaker and mix with the guidance of Yoda from the Star Wars films and you get Cogliostro.
**THE SCOOP:** At one time, Richard Harris was linked to the role. Williamson brings the same deep-voiced, Shakespearean qualities to the part. Cogliostro plays a major role in the film's conclusion.

## Terry Fitzgerald

**ACTOR:** D.B. Sweeney
**HIS DEAL:** Fitzgerald is Simmons' best friend, and a public relations flack under Wynn's ever-pressing thumb at A-6, spin-doctoring the organization's less-than-ethical dealings. After Simmons' death, Fitzgerald marries Wanda and has a daughter, Cyan.
**THE SCOOP:** Sweeney, who is white, plays Fitzgerald, who is African-American in the comics. "The reasons [for this change] are many, but it's a lot about the quirkiness of who's right for the role," says Dippé. Sweeney and McFarlane share a passion for pro hockey.

## Cyan

**ACTRESS:** Sydni Beaudoin
**HER DEAL:** The 5-year-old daughter of Terry and Wanda, she bonds with Spawn despite his horrific appearance.
**THE SCOOP:** Watch for the real Cyan, the daughter of McFarlane, in a birthday party scene.

## Jason Wynn

**ACTOR:** Martin Sheen
**HIS DEAL:** The power-hungry leader of A-6, Wynn is in cahoots with Clown, planning to unleash a terrible bio-chemical weapon called HEAT-16.
**THE SCOOP:** "Sheer evil" is how Director Mark Dippé describes Sheen's portrayal of Wynn, who goes to great lengths to protect his stakes in the diabolical plans he and the Clown set forth. A veteran actor, Sheen brings a lot experience to the "Spawn" set. And he's no stranger to a role like Jason Wynn—particularly when you see some of his previous screen credits that include an obsessed Vietnam soldier in "Apocalypse Now," a corrupt covert agent in "Firestarter" and a power-mad politician in "Dead Zone."

## Wanda Blake

**ACTRESS:** Theresa Randle
**HER DEAL:** The love of Al Simmons, Wanda overcomes his death and marries his best friend, Terry Fitzgerald. They have a daughter, Cyan.
**THE SCOOP:** McFarlane is impressed with the subtle changes Randle imbued in Wanda from early in the movie to after Simmons becomes Spawn. "She becomes a different woman, with different priorities," he says. Because the movie has more of a sense of closure than the comic, there will be a resolution—of sorts—between Spawn and Wanda, who becomes a pawn of Clown.

## Priest

**ACTRESS:** Melinda Clarke
**HER DEAL:** Another member of the A-6 organization, Priest is more than happy to take Simmons' place in the ranks and helps Wynn set up Simmons.
**THE SCOOP:** Originally scripted as Chapel, Priest is a white female, as opposed to the comics version of Chapel as a black male. The name Priest was spun out of Chapel, keeping the church element of the name.

## Zack

**ACTOR:** Miko Hughes
**HIS DEAL:** A homeless kid, Zack is eventually befriended by an initially bitter Spawn after his father is killed by the Violator.
**THE SCOOP:** "We wanted to add a kids' touch to the movie, so that's why he's in there," says McFarlane. Hughes, 10, is a huge fan of the Spawn comics, action figures and video games.

# BIG MAC

## Whether it's as executive producer or as an extra on the set of 'Spawn,' Todd McFarlane commands attention

By Rob Allstetter • Photos by Peter Iovino

As Todd McFarlane likes to say, he wears a lot of hats, but all of them say Spawn. Comic book creator. Toy manufacturer. Animator. Licenser. Different jobs, same character.

On this Wednesday in late October, McFarlane flies in from his Arizona home to wear his latest hat—executive producer on New Line Cinema's "Spawn" live-action movie.

Word quickly filters through the headsets of the crew at the Hollywood Center Studios: "Todd McFarlane is here." Even in Hollywood, McFarlane creates a stir.

This visit carries a special purpose, though. Director Mark Dippé is hoping to include McFarlane in a cameo in the film. Originally, the plan was to put McFarlane in a scene the previous week, but he couldn't make it. He had a deadline to meet on *Spawn* #54 and a baseball tournament to play in.

Then, the scene McFarlane was going to be in was moved up a day, so it's unclear if he will fit into Wednesday's shooting schedule. But whether he appears in the movie on this day is irrelevant in many respects—McFarlane is on the move. And *Wizard* followed him every step of the way.

*Spawn creator/artist/toy manufacturer/executive producer Todd McFarlane adds another job to his résumé: playing a bum in "Spawn."*

*10:02 A.M.:* McFarlane arrives on Stage 5 with his wife Wanda. Unshaven, he wears a dark blue Huntington Blades hockey sweatshirt, faded jeans, a Spawn baseball cap and sandals.

Mr. Hollywood? No way.

Wanda, meanwhile, is very corporate-looking in a dark green outfit. The contrast between the two is mentioned several times throughout the day.

McFarlane sneaks up on Director of Photography Guillermo Navarro, who is eyeing a monitor during set-up of an alley scene with Spawn and Clown.

"Hey, big guy!" McFarlane booms, giving Navarro a shoulder rub.

Navarro turns and breaks into a big grin. "Todd!"

It becomes immediately apparent that McFarlane is welcome—not only as the executive producer, but as a friend, a celebrity and an important influence—on and around the set.

Despite that, he says he hasn't visited the set too often during the first 50 days of filming.

"They're far too accommodating," he says in a whisper as a scene commences. "Plus, I don't want to see everything. I want some surprises.

"If I was here all the time, it would be a 1 percent better movie. You can get it done in pre-production. You can approve the storyboards, you can approve the costumes, the designs, the scripting."

Suddenly, the director yells "Cut!" and the shot is finished. McFarlane mingles around the set, touching base with Dippé and saying hello to members of the crew.

"Hey, there's Todd!" says Michael Jai White, who plays Spawn. "How you doin', man?"

McFarlane shakes hands and chats a bit with White, who must then return to the business at hand. McFarlane has business, too; first up is an interview and photo session for the *Los Angeles Times*.

*10:32 A.M.:* McFarlane walks away from the set to a corner of the stage with the reporter, who, not surprisingly, is also a fan of his work. McFarlane tells him that he was not afraid to make changes from the comic for the movie, including not having Spawn wear a cape most of the time.

"I want it to be more sci-fi and less comic-bookish," he says.

White then joins McFarlane for a series of photos. The photographer squats low and shoots upward, with White's Spawn looming over McFarlane's shoulder. The creator and his creation.

"I haven't seen this yet," Wanda says, referring to White's burned-skin Spawn face. "It's awesome!"

"I really don't see him smiling, do you?" McFarlane asks about how Spawn should look for the photos.

Then he makes fun of his own disheveled appearance: "He looks like a psycho, no wonder he's doing psycho stuff."

A fully made-up John Leguizamo, who plays the Clown, and Dippé arrive to join the photo proceedings.

McFarlane meets Leguizamo head on: "What's going on, man?"

"What's going on? I've got on about 40 pounds of rubber and sweat. This is all your fault!" screams Leguizamo, clutching McFarlane around the throat.

"Hey, I saw you were on TV the other day, sucking up to them pretty good," McFarlane retorts, referring to a segment on the "Access Hollywood" program that showed the makeup process Leguizamo goes through to become Clown.

"Yeah, first time we did [the makeup], it took like four hours," Leguizamo says. "It's been something else."

McFarlane, Leguizamo, White and Dippé pose for about five minutes of group shots. The entourage then turns the corner to watch two 13-foot Violator animatronic puppets. One is up and running, whirring under the remote guidance of a crew member, who is moving its long arms and head in various directions.

Leguizamo flings his rotund Clown body in front of his alter ego monstrosity, striking poses for a couple of photographers.

"Wow!" he grins, beginning to play with Violator's long fingers. "It's not going to go out of control and crush me? I'll be like Swiss cheese!"

It's White's turn to pose with his back to Violator, and Leguizamo reminds him of a helicopter crash on the set of "Twilight Zone: The Movie," where star Vic Morrow was killed.

"Oh, thank you very much," White smiles under his Spawn makeup.

"I knew Michael when...," Leguizamo starts a mock lament. "He was such a promising actor."

Suddenly, Leguizamo screams to White: "Watch out!"

White flinches and ducks, falling for Leguizamo's fake warning. Laughter spills throughout the stage—clearly, there's no filming going on. White then mimics Violator's robotic gyrations.

McFarlane, like everyone else, smiles at the shenanigans. But, with the initial thrill of seeing the Violator come to life now over, he begins to cast a more serious, creative eye. He and Wanda discuss the puppet's relaxed jaw and notice the teeth are very neat and organized. "I wanted crocodile teeth," McFarlane says. "Crooked."

*Director Mark Dippé often consults with McFarlane on the scenes shot in "Spawn."*

*11:40 A.M.:* Spawn's creator takes a short walk to Stage 7 for another interview. This one, taped with camera and back-lighting, serves two purposes: it will be used by New Line in electronic press kits and will be part of a "Making of Spawn" special. McFarlane takes the microphone and puts it under his sweatshirt and plops down in front of the camera. The screen won't reveal the green letters on the director's-style chair:

"Todd McFarlane, Executive Producer."

"I've got an opinion about everything," McFarlane tells the interviewer. "You throw out the question, I'll give you whatever you

*McFarlane gives Michael Jai White (right, as Spawn) a few acting lessons...*

want. Should I look at you or the camera?"

"Me's fine," says the interviewer, who then asks McFarlane about the history of his creation, his thoughts of the film and about a dozen questions total.

McFarlane's energy comes off well on the nearby monitor. He uses the word "again" too frequently, but his answers, complemented with hand gestures, are perfect for the sound-bitish nature of these things.

"He's done a lot of these interviews," says Wanda, standing off to the side. "He's pretty comfortable in these situations."

12:27 P.M.: Back to the set, McFarlane discusses with Dippé the possibilities of being in a scene that day. If it happens, it probably won't be until late in the day, and he'll send Wanda home to be with the couple's two children.

1:05 P.M.: McFarlane is sidetracked by a construction worker, who brings him into the office for some autographs. The office is like a Spawn shrine, with every issue of the comic series ringed around the walls.

Fortunately, McFarlane is prepared with a gold pen for the many signing requests he gets around the set. "See how it's the same signature on the toy box," he says, pointing the pen to the McFarlane Toys logo in the corner. "People understand that."

Before leaving, McFarlane asks if he can grab a couple of pieces of chewing gum out of a jar in the office. The crew members, delighted with their autographs, cheerfully oblige.

1:31 P.M.: McFarlane joins Producer Clint Goldman on a remote site of the stage, which has a video monitor tapped into the set proceedings.

McFarlane agrees that the planned August release of "Spawn" can be a good thing with "Batman and Robin" and "Lost World," the "Jurassic Park" sequel, looming as competition in the early summer. He notes that late-summer releases such as "Mortal Kombat" and "Seven" did very well at the box office in 1995.

Goldman, who could be mistaken for McFarlane's brother, shows McFarlane the industry trailer for the film. The trailer gives the feel of a high-octane action film, with a manic Leguizamo as Clown and a slickly evil Martin Sheen as Jason Wynn, who tells Al Simmons, "see you in Hell," and sets him afire.

The trailer ends with a computer-generated Violator poised over Spawn and then the burning Spawn logo. Goldman describes the challenges of the days ahead, trying to film battle scenes involving Violator and Spawn, and the movie's finale, which will be set in a "virtual Hell."

McFarlane, chewing away at his gum, seems impressed with the trailer. There's one thing still bugging him...

"It bothers me that we've got a monster with good teeth," he says and Goldman nods, acknowledging his executive producer has a problem.

McFarlane grabs a reporter's notebook and black pen and makes two sketches of the Violator's mouth. He wants the monster's teeth not only to be crooked, but come in at different angles and be of different sizes.

McFarlane takes the sketches back to the set to show Dippé, who calls in a makeup artist to discuss what can be done.

Asked if anything can changed about the teeth, McFarlane shows a rare flare of anger. "They're looking at it," he snaps.

2:56 P.M.: The crew breaks, and McFarlane bumps into D.B. Sweeney, who plays Terry Fitzgerald in the film. Both McFarlane and Sweeney love hockey and they talk about Jeremy Roenick, formerly of the Chicago Blackhawks and now with McFarlane's local team, the Phoenix Coyotes.

Sweeney tells McFarlane how much his relatives love the Violator action figures. McFarlane turns the conversation to how cheap the current sports action figures are. McFarlane shows Sweeney the three basic baseball poses—no matter who the player is—and laments how no consideration is made to the player's appearance.

Leaving the stage to go see dailies—the previous day's filming—McFarlane talks to Sweeney about playing some ball together. He recalls the 30-and-over baseball tournament from the previous week. "There was a pitcher who played for the Rangers for five years," he tells Sweeney. "Tall guy."

"Thirty minutes ago, it was four years," laughs Wanda, who's heard McFarlane

*...who puts them to good use.*

spin a tale or two in their 17 years together.

*3:05 P.M.:* Reaching the CFI Film Processing Laboratory Building, McFarlane momentarily gets lost before finding Projection Room 5 to see some dailies. The room is like a mini-theater, with a control board in the back.

McFarlane lets Wanda take the only chair open in the darkness and leans against the wall in the back left corner.

Scenes from the previous day's shooting are shown, one after another. They include scenes of street kid Zack's father dying on a hospital stretcher after an attack by Violator, and some dialogue between Cogliostro and Spawn after Spawn has been impaled on a fence.

*From left: McFarlane, Leguizamo as the Clown, White and director Dippé.*

Then come the rats. Lots of rats scampering around in second unit footage. So many rats that it gets boring and rat jokes begin flying. "Oh, you dirty rats," laughs one crew member.

But before the crew goes back to the set, there is test footage of Spawn's "smooth" suit, which looks similar to the Batman film costumes. McFarlane isn't too sure he wants the suit in the film.

"It looks too clean. It looks too pretty," McFarlane says. "We have this nice organic look going, then, it's like all of a sudden, he's a superhero."

McFarlane leaves the building, but notices something on the wall.

"Cool poster," he says.

It's from "The Crow: City of Angels."

*3:30 P.M.:* McFarlane hooks up with *Entertainment Weekly* reporter Tom Russo, a frequent contributor to *Wizard*, and stops by the food trailer for lunch. "He would not be eating if I hadn't reminded him," Wanda sighs.

McFarlane carries his food over to the office of Publicist Deborah Wuliger, where he can conduct the interview and then go through slides to select what he would like prints of to send back to his office.

While answering questions, McFarlane eats his lunch and signs a bunch of toys and comics on the table in front him. Four times during the interview, fans knock on the door for additional signatures, including a wide-eyed youngster who looks like he's just met Santa Claus.

The interview's theme is the phenomenon of Spawn and how McFarlane built his empire. McFarlane stresses the importance of the movie being rated PG-13 and then outlines his plan on how the August release will be a box-office success.

He figures the Spawn universe, through either the comics or the toys, has touched one million people who will see the film. They will bring either a date or a friend—that will mean two million viewers. At seven bucks a pop, that's $14 million.

McFarlane figures New Line can bring in $6 million more for the opening week through advertising. "That means $20 million and should get us a sequel," he says.

*5:05 P.M.:* The interview ends, and McFarlane turns his attention to the pile of 100 or so sleeves of slides he wants to go through.

"For two reasons," he says. "One, for the toys. Two, for conventions and seminars. I can go, 'Here's what Martin Sheen looks like as Jason Wynn.' It's for show."

McFarlane looks at the slides on a light table and uses a red grease pencil to put an "X" in the corners of the ones he wants printed. Wanda writes down the slide numbers for reference.

As he looks over contact sheets, McFarlane can't help but be impressed with some of the shots of White's Spawn. "He gives you that glare and it is intense," he says approvingly.

Wanda calls home and checks on the kids. Still unsure of the evening plans, McFarlane sends her back to the set to see if he'll be staying late to appear in a scene.

Walking out of the office, McFarlane notes the set blueprints on the walls in the hallway. "I'd like to get my hands on those," he says. "It would be something cool to show people."

*5:50 P.M.:* It's back to the set, but McFarlane stops at his car first. He opens the trunk, and pulls out two large boxes. They contain Spawn hats to give to the crew.

He arrives on the set and places the two boxes in a corner. He spends the next half hour mostly off the set, talking to Wanda.

It's finally resolved. For McFarlane to appear in the film, he would have to be involved in a shoot Thursday. He and Wanda prepare to stay overnight.

*7:20 P.M.:* The day's a wrap. Dippé is talking to Sweeney outside Stage 5 about his shooting schedule when McFarlane strolls up.

Lots of ideas, not all entirely serious, are passed about how McFarlane should appear in the film. At one point, he was going to be signing bottles in the background of the alley. At another, he'd be drawing something and show it to Zack, the street kid. Now, it appears Spawn will fall on top of some of the cardboard "homes," and McFarlane will pop out of one.

McFarlane jokes that he should not appear in the film at all and then stage a contest for fans to find him, sort of a perverse "Where's Waldo?"

Dippé regrets not having much time to talk to McFarlane throughout the day. "I show him everything; Todd's got great ideas," he says. Dippé tells McFarlane he should be back around nine the next morning to be safe.

One more thing, McFarlane remembers, before calling it a day. He's concerned about the box of Spawn hats he left on the set.

"Don't worry, they'll be locked up," Dippé says. McFarlane nods.

So, the next day the crew will be wearing a lot of hats. And, as McFarlane likes to say, all of them will say Spawn.

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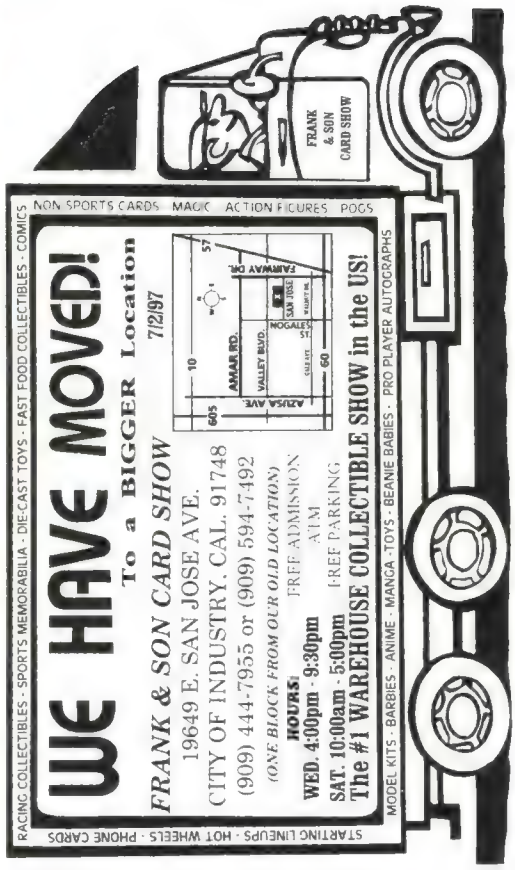
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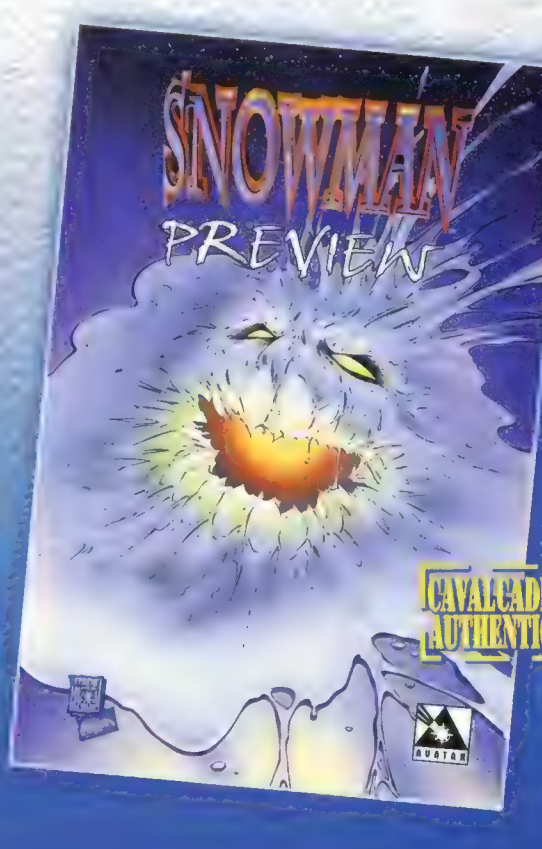
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# MASKED MEN

## 'Wizard' uncovers the secrets behind the many faces of 'Spawn'

*The Clown [top] and Spawn when their makeup is all done.*

The Clown has never had it this good. The rotund nemesis of the "Spawn" live-action movie has just morphed back from being the Violator, where he's done some nasty damage. He's impaled a struggling Spawn on an alley fence, and has changed back so he can gleefully goad and gloat.

In other words, Clown is going to get in the face of Spawn. But, before John Leguizamo, who plays Clown, and Michael Jai White, who plays Spawn, confront each other on the set, they have to—as all adversaries must—put on their best game faces.

And that isn't easy.

Both actors go through extensive early afternoon makeup preparation before filming the alley scene. Even three-quarters of the way through production and with more than 90 of these makeup sessions between them, it still takes Leguizamo nearly three hours and White an hour to achieve the look of their comics counterparts. And that's fast—in the early days of production, it would take longer.

By the time they're made up, both White and Leguizamo have their heads and faces covered in latex, glue and makeup paint. The process certainly isn't comfortable. It tests the patience—and sometimes the endurance—of the actors, who usually remain made up the rest of the working day.

"It being Tuesday, it's not as bad as if it were Friday," says White of his burnt-face Spawn look, known as "Hamburger Head" around the set. "When it's several days in a row, it can get to you more.

"It gets rough. Sometimes when it gets really humid and the whole crew is working and fanning themselves and complaining about the heat…It's times like that there is a constant reminder of how hot I am [with this stuff on]."

"I don't know if you could ever imagine what it's like," says Greg Funk of KNB Makeup, who works on Leguizamo this day. "It's like having a towel wrapped tightly around your head 14 hours a day. John is amazingly professional; he puts up with so much and jokes through the pain."

*Wizard* was granted access to the makeup trailer to watch this phase of movie magic, the lull before the on-set storm. As manic as Leguizamo acts as Clown, he is as serene during the process to achieve the character's look.

When we arrive at the makeup trailer in the early afternoon, Leguizamo, wearing a V-neck T-shirt and black jeans, is positioned in one of the two barber shop-style chairs. He already has his Clown head glued on like a cowl around his face, as he's been in the trailer for about a half-hour. The bald, latex head is meticulously pre-painted an egg color with small blue veins, hair stubble and ugly red rashes around the ears. Maintaining consistency in the look of the characters throughout the production is important, and the latex pieces are made a day—or more—in advance.

**By Rob Allstetter • Photos by Peter Iovino**

The brightly lit trailer is cluttered, but organized with tricks of the trade: grease paints, acrylic paints, markers, glues, powders, brushes, hair dryers and various foam latex pieces. Near a bust of the Clown on a counter is a reference snapshot of a fully made-up Leguizamo with the words, "Hey little girl, want some candy?" jokingly scribbled in ink at the bottom of the frame.

This session with Leguizamo is a little different, and perhaps a little more awkward, than previous ones. Funk usually works with KNB's Dave Anderson, but Anderson couldn't make it this day because of the Malibu fires near his home. Norman Cabrero, who was involved in the original sculpture of the makeup pieces, is helping out, essentially doing what Funk would normally do with Anderson.

Although Leguizamo frequently plays hip-hop music, taking breaks from the sessions for impromptu dances, today the radio is tuned to "101.9, L.A.'s finest rock." Songs from Sheryl Crow, The Who and Dire Straits match the tempo of the straightforward, workmanlike atmosphere in the trailer. There's little talking as a focused Funk constantly adjusts and readjusts his work.

Funk maneuvers Leguizamo's chair, dropping the head back.

"That okay?" he asks Leguizamo.

"Hmmm, hmmm," Leguizamo replies in the affirmative.

Those are the last "words" heard from Leguizamo for more than an hour; the actor, used to this routine, folds his hands, closes his eyes and actually falls asleep as Funk and Cabrero work on him.

"He just goes out like a light," Funk says later. "Fortunately, he can do that."

Using a clear, syrupy glue, Funk puts on Clown's blue chin piece next, beginning from the bottom of the chin to Leguizamo's lower lip. The nose and cheeks piece is next, and then the forehead and eyebrows.

Each piece is carefully patted into place. Funk gets in close to do his job but is always taking a step back to evaluate what he's done.

"Probably the toughest physical part is putting appliances on so they are seamless," says Funk, who worked on similar jobs on the television series "Babylon 5." "You have to fix any bad edge. It's precise. You really have to concentrate on very small details."

*1) and 2) Makeup guru Dave Anderson (top right) and his assistant prep Leguizamo for the three hours' worth of Clown makeup. 3) While the pair works on him, Leguizamo actually sleeps through most of the makeup process!*

Using a sponge and his own hand as a palette, Funk dabs blue paint on Leguizamo's upper lip area, the only exposed skin left, to match the color of the latex piece. Funk takes a break to eat lunch right in the trailer, and Cabrero uses a black magic marker for the outline part of Clown's face. He then touches up the blue areas around the black with a brush.

KNB's Howard Berger, who will be working on White, enters the trailer and engages in shop talk, discussing the licensed Halloween masks from the film and the upcoming shooting schedule, which is taped to one of the mirrors and includes days that White and Leguizamo need to be made up.

Leguizamo finally stirs, opening his eyes. Funk, finished with lunch, uses an air brush to tweak and blend the colors and make them uniform.

Berger sets up for White. "We're going to be using a light, light glue today," he says. "We know what the scenes are and he's not going to be sweating a lot. We can get away with a lot more with a burn makeup than what John is wearing."

White arrives in the trailer. He takes off his teal tank-top, puts on a white T-shirt, sits in the chair next to Leguizamo and plops a video tape into the VCR/television in front of him. The tape contains dailies of a scene between the two actors in which Clown tells Spawn that he's actually dead.

"Remember this?" White says to Leguizamo, laughing. "You sat on my arm!"

"I sat on your arm?!" Leguizamo beings to perk up as White replays the scene. The tone in the trailer lightens immensely, and it becomes apparent the hard part is over.

"It's going to be a good scene," White says, and Leguizamo smirks in agreement, sipping Evian water through a straw as Funk glues on Clown's white hair pieces.

Funk then fills a Trojan condom with water and sticks it underneath the neck of Leguizamo's Clown cowl. The condom fills in the gap between the mask and below the chin. "Helps, doesn't it?"

"I think it does," Leguizamo says. "A little more."

Funk then adds about an inch-and-a-

*4) A water-filled condom is used to fill the gap between underneath Leguizamo's chin and the mask.*
*5) Makeup artists sweat Clown's details by dabbing on paint and even touching up with the marker.*
*Opposite: 6) White only endured an hour's worth of makeup art, applied by Greg Nicotero and his assistant. 7) Like Leguizamo, White also sleeps. 8) When latex is glued to skin, the glue can create a "burning sensation."*

6

half more water to a new condom and fits it in place. "A trade secret," he laughs later.

Before work begins on White, a crew member steps into the trailer, pulling some Flintstones vitamins out of his apron and handing a pair to him.

"Did I get a Bam-Bam today?" White smiles, looking at the color chewables in his hand. "Nope, that's Dino...and a Wilma. Hey, I've got a headache, can you get some Advil?"

Another crew member then arrives and helps put in red contact lenses in Leguizamo's eyes. Eyeliner is then applied, and Leguizamo leaves the trailer for wardrobe, where he will put on his fat suit and Clown "duds."

7

"Thanks," he says, looking quite odd with his full Clown face but normal body. Funk leaves, too, and will follow Leguizamo around for the entire day's shoot to do touch-ups.

That leaves White, who is now watching an old black-and-white film on the television.

The Spawn face, scarred brown and black, goes on White in a similar fashion to Clown's on Leguizamo, except it covers White entirely except for openings around the mouth and eyes.

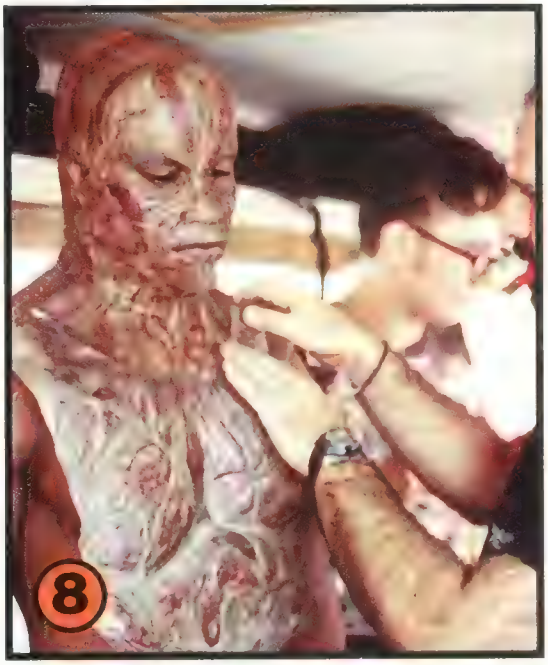
The process for Spawn is also simpler than the one for Clown. The head and forehead are glued on first, followed by the neck, chin and face pieces.

White says he feels a similar rubbing on his face that created discomfort before. "It felt like it did before," he tells Berger, who tinkers with the glue and the pieces, slowly pulling them off and putting them back on to try to make White more comfortable.

"You can wear makeup only so much," Berger says. "When you keep applying glue to real skin, it develops a burning sensation. It can only be rubbed raw only so often."

With all the pieces in place, there are two-inch white seams where the pieces come together. Berger takes a brush and brown paint to eliminate them, again giving the appliance ensemble a uniform look.

"With makeup, it's always a mechanical thing," Berger says. "We're doing the exact same thing, so we're able to fly through it now. Seriously, we dream about this in our sleep. We've done this makeup



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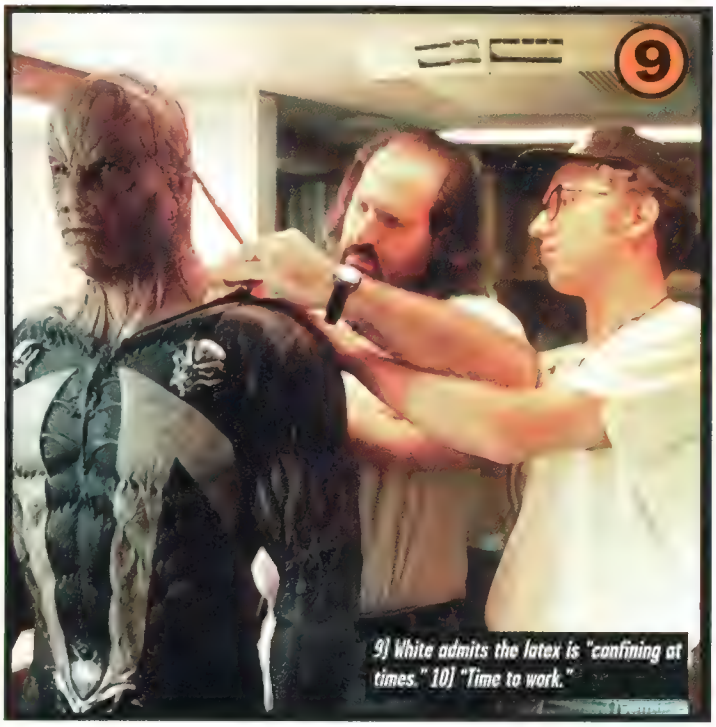


9] White admits the latex is "confining at times." 10] "Time to work."

over 30 times. The first day, it took three hours. Now, we've got it down to 45 minutes.

"That's less time in the chair, less time in makeup for [White]. Although we are never really in a rush. We take the time to do it the right way."

Finished, Berger nudges White a couple of times, but, like Leguizamo, White falls asleep, too. A noise outside finally awakens him.

White checks himself out in the mirror and touches his face. Even now, the transformation intrigues him.

"It is interesting, although kind of confining at times," he admits, speaking through the caked-on makeup. "But the acting is very physical. The way I walk and express myself physically is unique. I created a kind of a way of movement just for Spawn. You can tell immediately if it's a stunt double or myself. They don't quite move the same."

With a few free minutes, White continues to chat about how rigorous the role has been, meeting Spawn creator Todd McFarlane for the first time at the San Diego convention and how contemporary Spawn is as a comic book character.

That train of thought is broken when he's called to the set to rehearse.

"Time to work," White says, getting up from the chair. And you believe him. After all, he's got his game face on.

*Rob Allstetter is amazed how these guys with all this makeup on don't go postal at the end of a long shoot.*

# F/X-Men

The guys at Industrial Light and Magic have gone to Hell and back. Using state-of-the-art technology, the special effects crew has transformed *Spawn*, one of the coolest looking comics around, into "Spawn," a live-action film spectacle. Heading up the project are Christophe Hery and Habib Zargarpour, ILM's associate visual effects supervisors, and veterans of such eye-popping features as "The Mask," "Star Trek: First Contact" and "Jumanji," who have combined standard and computer-generated animation into a frightfest for the eyes.

Everyone will be talking about the Violator effects on their way out of the theater, says Hery. "Everything drips from its body—goo, lots of saliva and some kind of gross thing it's spitting out," he says. "This creature's wet."

The monster undergoes two startling transformations, first from a clown into Violator and then back again. Hery adds, "It's a very violent shot where you see different limbs bursting out. It's pretty grotesque." This particular sequence, a piece-by-piece 3-D transformation, is over five times longer than your average special effect, and shot by a rotating camera. "That means we couldn't cheat," says Hery. "We couldn't do any morphing, because morphing is too easy. We had to shoot it from every angle. That was quite an achievement."

For those fans of Spawn's chains, worry not. There's lots of chains in this movie, and they're unlike anything else ILM has ever done. Says Zargarpour, "We had to completely reinvent techniques to do that. Chains come out all over the place, and there's about 800 links. With that number of links involved, you can't quite do it the old-fashioned way."

For Spawn himself, ILM utilized cutting-edge technology to create supremely detailed computer-generated animation. Says Zargarpour, "You can see skin sliding over muscle. The technology was used in 'The Lost World.' It just came out and we benefited from it."

Most comic fans probably assumed the capes drawn by Todd McFarlane in *Spawn* could never translate to the silver screen.

Wrong.

Using software of his own design, Zargarpour created a cape effect that "stays within the range between realism and surrealism." In this movie, Spawn's cape can do just about anything. Says Zargarpour, "It's basically an extension of his armor. He can stop a truck with it. There are scenes where the cape turns into the corner of a wall and hides him."

And much like how McFarlane's visuals in *Spawn* set new artistic standards, the ILM pair are hopeful their work will do the same for the film. "We wanted it to be really different," says Zargarpour. "I think we achieved that." ■ *Scott Brick*

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# I Was A 'Spawn' Movie Extra

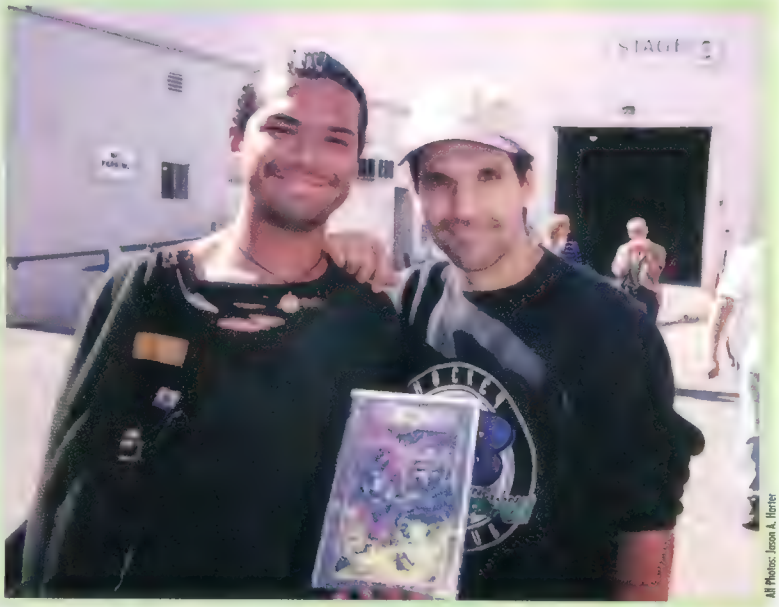
## Or how I got paid $79 a day to look dirty and put oatmeal in my hair

By Jason A. Harter

I'm a bum. Literally. I haven't washed my hair in nine days and I'm covered in dirt. And, truth be known, I couldn't be happier.

Y'see, one morning last spring, instead of waking up to my civilian identity of a 22-year-old comic addict trying to make a humble living in the entertainment industry, I woke to a call from my casting agent. He told me to hustle to a local warehouse for a fitting. If I could look scummy, I'd get to be a "Spawn" movie extra.

I reported to a huge warehouse where three casting agents tried some of the dirtiest, ugliest clothes they could find on me. I already had the look they were searching for—scruffy beard, long hair. I was scummy enough. I arrived at the Hollywood Center Studio at 7 a.m. the next day to be an extra for nine days' worth of shooting scenes in "the alley" for "Spawn."




All Photos: Jason A. Harter

*Me and the man himself, Todd McFarlane, who signed my copy of Spawn #50. (I'm the guy with more stubble.)*

It's wild! My first day, John Leguizamo, who plays the Clown, walks by while I'm on my way to the makeup trailer and he's on his way to Stage 5. He looks crazy with half his makeup on, wearing a terry cloth robe as three hair and makeup people primp him as he strolls. Later, Michael Jai White—Spawn himself—passes by wearing the Spawn costume from the waist up…and a pair of khaki leisure slacks below. I try to say "hi," but he looks lost in the melodies of the headphones he's wearing.

I get to the makeup trailer where they tell me my look is going to be dark, wet and filthy. So they smear dirt, oatmeal and henna in my hair and on my face. It's part of the job. I'm guaranteed $79 a day for looking scummy, and with overtime, I can clear more. I'm allowed to shower at the end of the shooting day, but I'm not supposed to wash my hair. And I won't. I know that if I do, the makeup people will retaliate and put *more* stuff on me the next day.

After a long day of shooting (Overtime! About $120!), I report back the next day. There are about 20 extras getting made up and four or five makeup people at work at all times. They can get us in and out in about 10 minutes each,

and now that we've been there a day, we all know each other and it's very laid back. I make my way to Stage 9, where I scope the Violator.

Oh, man. He's at least 7-feet-tall—when he's on his knees, that is. There are actually three Violators. One is basically a huge stick puppet, one is the animatronic technological number and the last is a waist-up model with more articulated features that they use for close-ups. All three are very detailed and very…intimidating. I was standing in front of the animatronic one, about six inches from his teeth, and I swear he snarled. No kidding.

I spend several days laying in an alley in a puddle of water looking like a bum. Then on my eighth day, the unfathomable moment comes. We're on a lunch break and I'm peeling back the wrapper of a Milky Way when I see a guy who looks like Todd McFarlane standing by the food truck. He looks a little shorter and scruffier than I expected, but I'm pretty sure it's him. I descend upon him and sure enough—it's McFarlane! I start asking him all sorts of fanboy questions and he's actually incredibly laid back and incredibly nice. Whatever I ask, he doesn't give me some, "Sorry, that's secret information" answer. He spills all the dirt on the *Spawn* comic, the HBO animated series and his upcoming toy lines. We eat lunch together and talk for about half an hour. He definitely didn't come across like Million Dollar McFarlane. He just seemed like a nice, regular guy.

Alley shots wrapped after day nine, and I walked away richer in a lot of ways. I pocketed some money, got to have a great conversation with one of my comic gods, and oh yeah—I'm on film! I made it into two scenes: The first time Al Simmons sees the alley? That's me holding the sopping wet newspaper. And the scene where the Violator throws Spawn on some poor bum underneath a pile of cardboard in the alley? I'm that poor bum. Look for me! Who knows? Maybe if enough people see the flick, I'll get a cut of the box office. Then again, maybe not.

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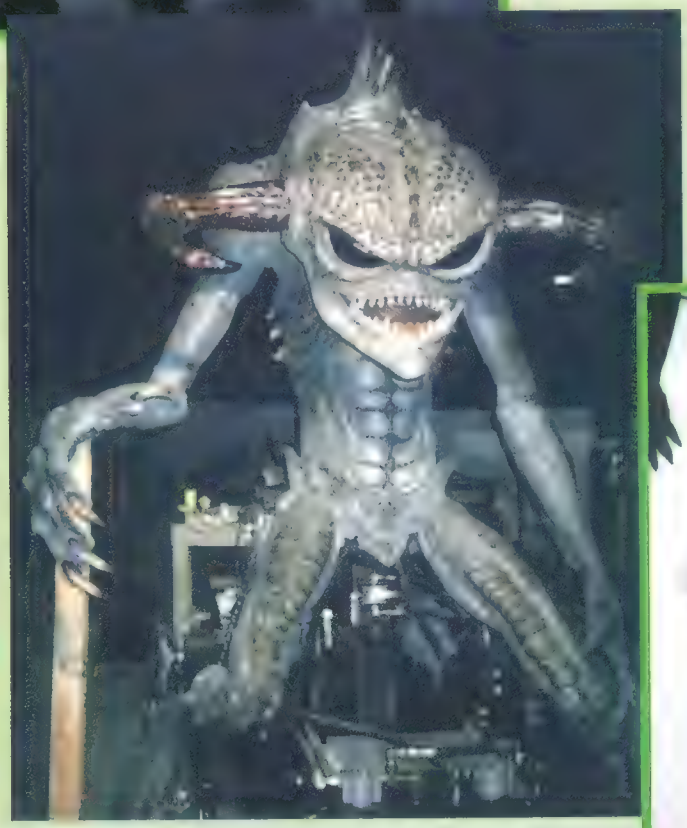
*Jason A. Harter used to put oatmeal in his hair when he was a kid and his mom yelled at him. Now he gets paid for it. Is this a great country or what?*



*Top: Here I am with a Spawn stunt double. Above: That 7-foot-tall animatronic Violator really creeped me out. Right: An empty Spawn costume—wish I got to wear one.*

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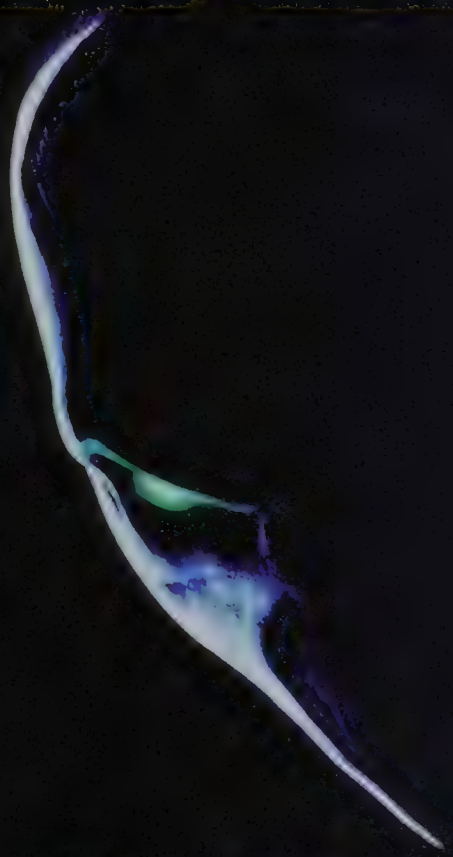

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**Deadline is September 30, 1997.**

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No purchase necessary. Contest is open to anyone except employees of Wizard Press, New Line Cinema, Todd McFarlane Productions, Inc. and Immortal Records and their immediate families. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: Spawn Movie Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. **All entries must be received at contest headquarters by September 30, 1997.** New Line Cinema, McFarlane Toys, Todd McFarlane Productions, Inc. and Wizard Press are participating sponsors and assume no liability in connection with this contest. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected randomly from among all properly completed entries by Wizard Press. Winning entries will be selected on October 15, 1997.

For a list of winners, available after October 15, 1997, send a self-addressed stamped envelope to: Spawn Movie Winners List, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

# Spawn "Mega-Movie" Entry Form

**DEADLINE IS SEPTEMBER 30, 1997!**

Name _____ Date of Birth _____

Address _____

City _____

State _____ Zip _____

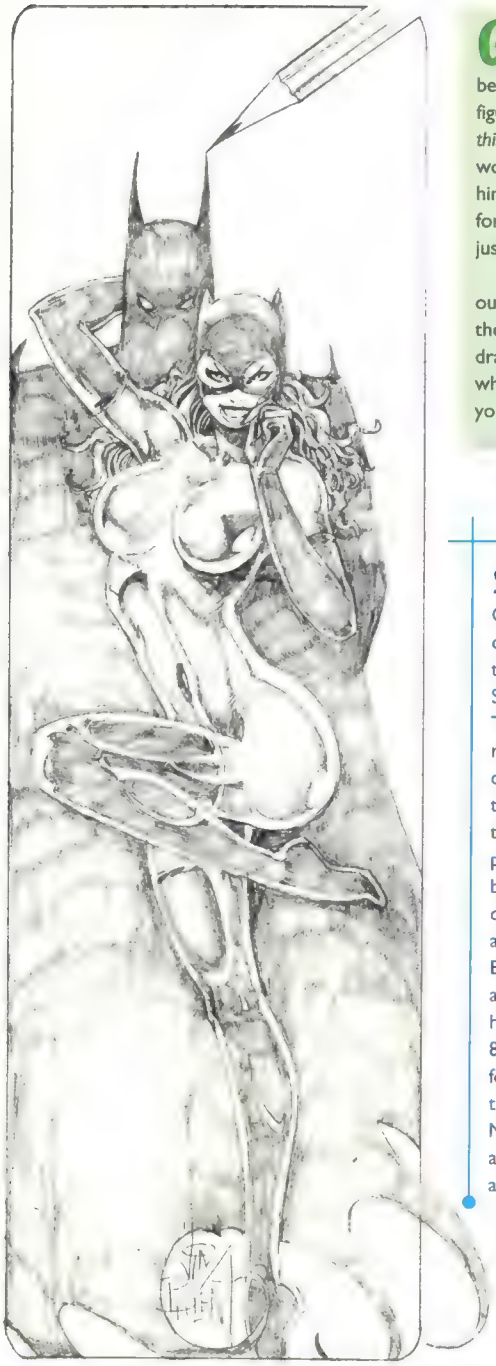
Phone Number (with area code) _____

All Spawn Movie Assortment character names and likenesses are ™ and © 1997 Todd McFarlane Productions, Inc. All rights reserved.

# Basic Training

## this month's host: Jim Balent

# How to Draw Basic Body Structure



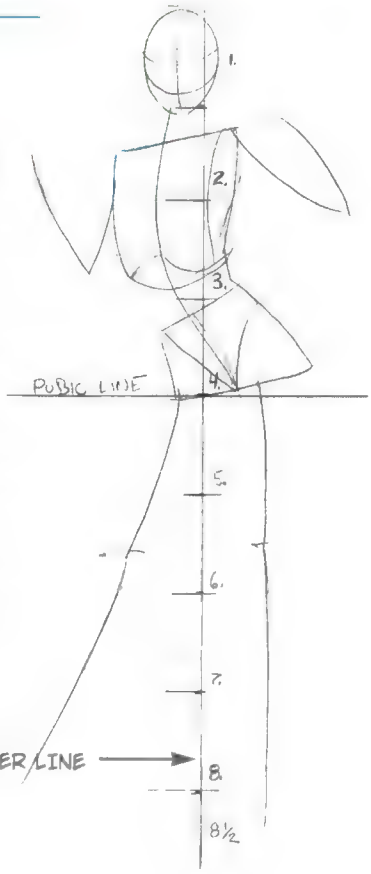
Greetings, fellow artists! You may remember me from *Wizard* #61's "Basic Training," titled "How to Construct a Woman." Well, I'm back, and today I'll be giving you the basic steps in how to draw the female and male figure. Now I know what you're probably saying: "Oh no, not *this* guy again! Isn't he the same guy that always draws Catwoman's boobs too big?! We'll *never* learn anything from him!" Well, with that attitude, you probably won't! But for those of you willing to learn, I'm going to show you just how to draw your basic comic book bodies.

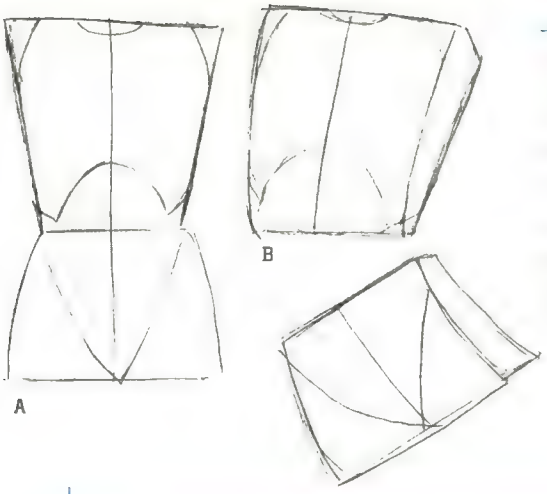
Let me just say that there are a number of methods out there on how to draw a figure; this is only one of them. If you ask 10 different artists out there how to draw a leg, you'll probably get 10 different answers. So see what fits you best and keep practicing. But for now, sharpen your pencils, turn on some music and let's draw!!

## Strike a Pose

Okay, the first thing you've gotta do is decide on your character's pose. In this case, we'll use the standard "Hero Stance," just to make things simple. Then it's time to start drawing. So, rough in a block mannequin and add a center line (a vertical line running down the length of your hero). Then divide the center line in half, creating your pubic line, which should hit just at the bottom of your pelvis. Next, equally divide the center line into eighths, four above the pubic line and four below. Each unit is about the size of your character's head. We're constructing a hero who is 8 heads high (actually, he's 8 1/2 heads high when you add in the feet); that's why you broke up the center line into eight different parts. Normal, everyday people are only about 6 heads high, while most heroes are 8 1/2 heads high.

STAGE ONE






## Twist and Shout

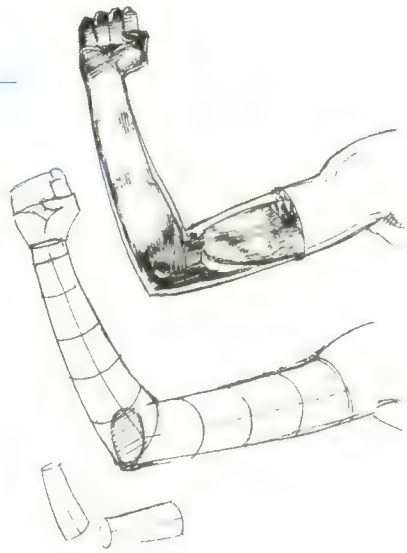
Now it's time to start defining your character a bit. Begin by roughing in the torso and pelvis. Figure A is a straight-on shot, to show you the basic shape you're looking for. We're going to choose a 3/4 stance for Catwoman, though, so we can see her side and front at the same time.

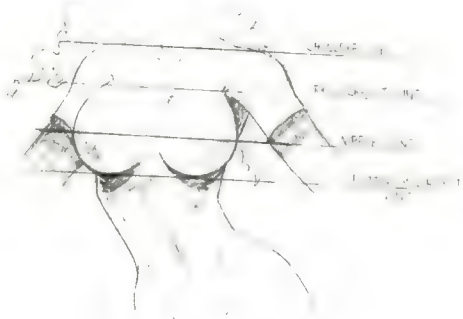
Important note: When drawing the female form, be sure to angle your shoulder line and pelvis line, as seen in Figure B. This will tilt the pelvis back and give you that shapely curve everyone seems to desire. Once the torso and pelvis are roughed in, I then define the planes on them by filling in the blocks to give the picture more of a 3-D look.

## Out on a Limb

Stage two is where I begin to add more mass to the figure. An easy way to start drawing the arms is by using a tapered cylinder. First decide on how large and muscular your arms are going to be. (Since we're drawing Catwoman, a female comic hero, I suggest we keep the cylinders slender and not too muscular.) Attach your arms to small wrists and hands. When I'm drawing Catwoman I like to think of her hands and fingers as knives. This helps me to focus in on their design: long thin fingers like the blade of a stiletto!

The legs are tapered in the same way. When viewed from the side, they should have an "S" shape to them, and when viewed from the front, they have more of a "B" look, as seen below left. This will give your figure a sense of power and sex appeal.





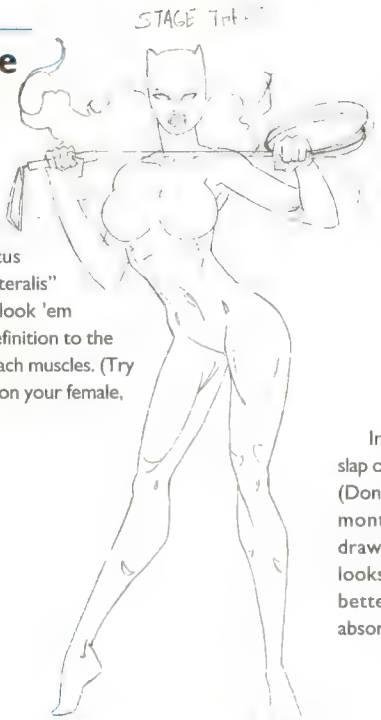
## Bosom Buddies

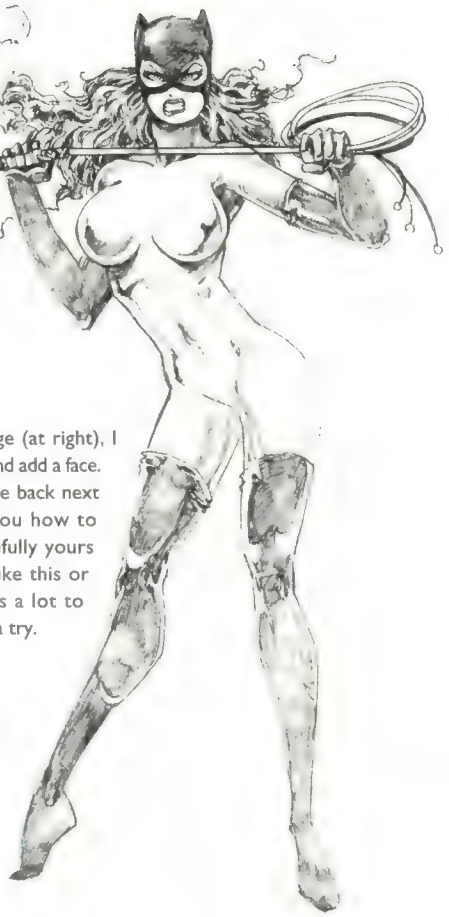
When drawing the breasts, always keep in mind that the shoulder line, nipple line and the bottom of the breasts should be parallel to each other. This will help keep your breasts in one place and prevent them from looking like they're wandering all over the body. Their size can be any size you want, big or small—it doesn't matter. As long as your lines are parallel, they should look wonderful.

Oh, sure, some artists might make their careers out of drawing breasts big, but that's only because they probably never got over the fact that they weren't breast-fed as a child, which has now grown into this weird obsession, where they…uh…sorry. Got a bit carried away there. Let's quickly jump to stage three, shall we?

## Make a Muscle

Stage three is where I break out the anatomy books and add my muscles. You can best see them in the tense legs of Catwoman. Here, I've chosen to show the "rectus femoris," and the "vastus lateralis" and "vastus medialis." (Go look 'em up!) I've also added slight definition to the arms, chest, calves and stomach muscles. (Try not to render every muscle on your female, or she'll appear too bulky.)

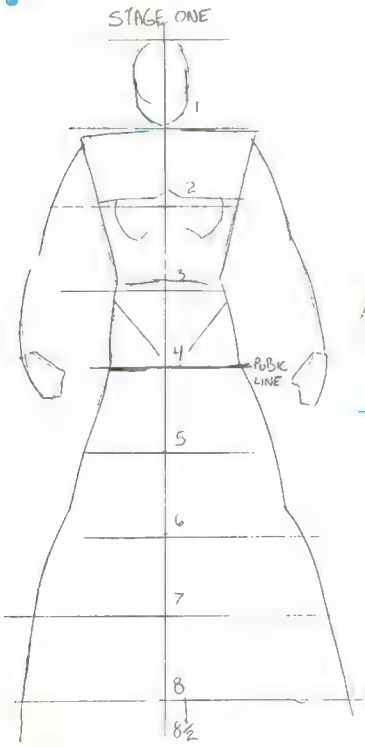


In the final stage (at right), I slap on a costume and add a face. (Don't worry, I'll be back next month to show you how to draw faces.) Hopefully yours looks something like this or better! I know it's a lot to absorb, but give it a try.

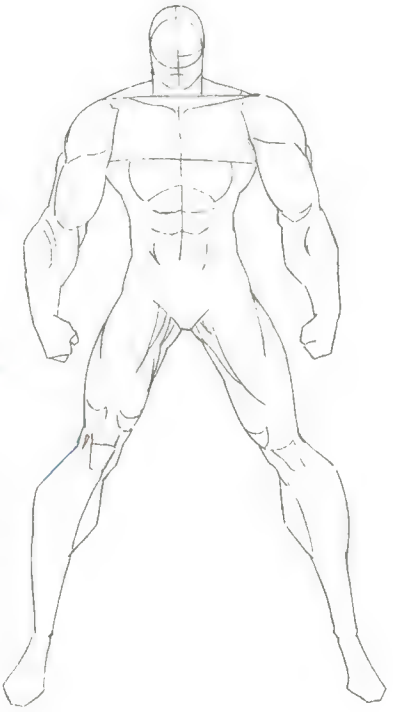
## ...But Guys are Different

Now some of you out there are probably saying, "That's great, Jim, but can we use the same formula to draw a male hero?" Well…yes, but we'll have to make some small modifications. Stage one: Pick your nose. Oops! I mean, pick a pose. This time we'll use a straightforward shot, with no twist. Draw your guy 8 1/2 heads high, just like Catwoman. But think bulk now when roughing in the torso. You'll need to add more mass because he'll be carrying around a lot more muscle weight. Make sure he's got good broad shoulders, big enough so that three heads could sit on them, just like Batman's showing below. Although he doesn't look too happy about it.



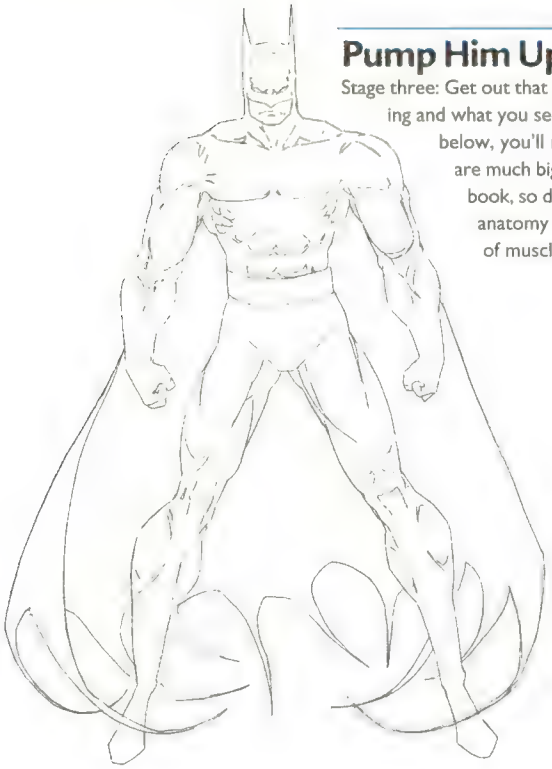
## Adding Definition

Stage two: Round out those powerful arms and legs. Remember, he's a powerful male hero! Draw thicker muscles, bigger than Catwoman's. Larger wrists and hands too! Remember, the "S" and "B" shapes should still be in the legs, only they're bulkier. (Of course, the Batman example at the right only shows the "B" shape, because it's a straight-on shot.)



## Pump Him Up

Stage three: Get out that anatomy book and define those muscles. Warning! What you're drawing and what you see in most anatomy books will be different. If you look at the two arms below, you'll note that they both have the same muscles, but the ones on the right are much bigger. That's because you're exaggerating the muscles from the anatomy book, so don't expect to see a photo of a 52-inch biceps in there! It's best to study anatomy books, muscle magazines and comics to get a good sense of the shape of muscles.



Anatomy Book Arm

Comic Book Arm

Final stage: Add a grimacing face and costume, and there you have it…Batman.

And that's how you construct your basic male and female body types. I hope you realize that artists spend years perfecting their craft, so don't feel bad if you can't draw a figure your first time out. Also, this is just the tip of the iceberg. Don't think that within these few pages lies everything you need to know about figure drawing. But hopefully this whetted your appetite and gave you a good basis to start from. Take figure drawing classes, talk to other artists, read books and draw, draw, draw. Now get to work, 'cause I'll be back next month to tell you all about drawing the human head! W

*Jim Balent, whose sexy babes and beefy guys can be seen monthly within the pages of DC Comics'* Catwoman, *is a tall guy. In our minds, he'll always be at least 8 1/2 heads tall.*

# JUNK DRAWER

**Little bits of everything in the world of comic-related merchandise**

By David Borak and the *Wizard* Staff

## GET YER BATARANGS HERE!

Now you can get your very own Bat-weapons, as Warner Bros. brings you recreations of actual props from the 1997 "Batman & Robin" movie. First, you can get yourself a chrome-plated, metal replica of Batman's Batarang stretching 8 1/2" X 3" long. Or get one of Robin's Throwing Birds, made of the same stuff as the Batarang plus some red metallic enamel paint and standing 11 3/4" X 5 1/2" long. These props come displayed in a museum quality wall-mountable case measuring 8" X 11" X 3" that opens so you can remove the prop. Limited to only 500 each, the Batarang sells for a whopping $425 and the Throwing Bird for $525. Look for 'em in a Warner Bros. Studio Store near you.

## MONOPOLIZING THE BATCAVE

One thing Batman's always looking for is free parking for the Batmobile. Well, Warner Bros. is making that much easier with the special "Batman & Robin" edition of *Monopoly*! Now's your chance to own a piece of Gotham City with a new version of the classic board game tying in to the new "Batman & Robin" movie. The board comes designed with actual photos from the film, and the properties are Batman-themed. There's Wayne Manor, the Batcave and Dr. Woodrue's Lab, to name a few. The game pieces are updated with items like the Batmobile and the Bat-symbol (not the Bat-thimble, however), and the money is stamped with the City of Gotham seal of approval. You'll still find the same four corners of the board (GO, JAIL, FREE PARKING and GO TO JAIL) as in the classic version. *Batman & Robin* *Monopoly* is currently available at Warner Bros. Studio stores for $30.

## BATGIRL'S A MODEL

Anyone remember the cool "Batgirl" theme music they used to play on the old 1960s "Batman" television show? Well, start humming that funky tune as you keep your eyes peeled this August for Horizon Hobbies' Batgirl Solid Model Kit. The figure is 1/8 scale, stands over eight inches tall and is one of the only licensed model kits ever produced of Batgirl! Complete with a base and logo nameplate, it sells for $99.95. And yes, you have to put it together and paint it yourself.

Batarang and Throwing Bird

## COMIC COASTERS

Give your drink a colorful landing site with the new Creator's Coasters Set from Graphitti Designs. Each set includes 12 new designs that cover a wide range of cool creator-owned comics. You'll find three Bone designs by Jeff

**Creator's Coasters**

Smith, a three-piece Hellboy set by Mike Mignola, three Milk & Cheese coasters by Evan Dorkin, and three new designs by Mike Allred featuring Madman and Allred's newest creation: Red Rocket 7. Each 4-inch square coaster features full-color art on the front, with the appropriate logo printed in two-colors on the back. Help put the fun back in drinking this August for only $5.95 for the entire set. Catch these coasters at your local comic book shop.

# Product of the Month

## LADY DEATH'S ALL SHOOK UP

Remember those little snow globes you'd get in airport gift shops? Well, throw 'em away, because Chaos! Comics brings you the mother of 'em all: The Lady Death Snow Globe!

Standing a whopping 13 inches tall, a 5 1/2-inch globe is placed atop a giant castle base with empty skulls all around. Inside the globe, you'll find two babies in an epic battle, as Lady Death and Purgatori duke it out. When you shake the baby, though, don't look for snow, instead, you'll find giant bats swarming around these two babies.

And if that weren't enough, this is also a musical snow globe—wind 'er up and you'll hear Richard Wagner's "Ride of the Valkyries." Designed by Clayburn Moore, this beautiful snow globe sells for $159.95. Look for it in specialty shops this August.

## DISHING OUT BAT-STUFF

Once again, the Warner Bros. Studio Store offers some really neat Bat products. First up is a special-edition plate featuring a scene from the "Batman: The Animated Series" episode "Harley and Ivy," with two of Batman's favorite female foes driving in a car just like Thelma and Louise. The plate is limited to only 2,500 copies and costs just $35.

**Harley & Ivy Special-Edition Plate**

And secondly, look for a limited-edition animation cel from "Batman: Subzero," an all-new animated movie coming straight to video this October. The cel features Mr. Freeze and his polar bear pets advancing on Robin and Batgirl, as yet unaware of Batman's timely entrance. The cel, limited to only 500, comes framed at 21" X 24" for $475. Both items are currently available at Warner Bros. Studio Stores. Call 1-800-4-WARNER for the store nearest you.

***Batman: The Long Halloween* T-shirt**

## BATMAN: THE LONG T-SHIRT

If you haven't been reading Jeph Loeb and Tim Sale's *Batman: The Long Halloween* series, pick it up! To celebrate this awesome series and the upcoming holiday, DC Comics and Graphitti Designs have joined forces

to bring you the *Batman: The Long Halloween* T-shirt. Featuring art by Tim Sale, the front of this black, 100 percent cotton shirt features the Batman pumpkin icon, while the back has Batman with the haunting holiday message, "Death Never Takes a Holiday." You'll find this shirt in specialty comic book shops in August for $17.95 (or two bucks extra for you pudgier XXL sizes).

## HULK SMASH LUNCH

Even the Hulk stays away from cafeteria food at school. So bring your own lunch this school year, with Thermos' Incredible Hulk Lunch Kit! Hey, didn't these things used to be called lunchboxes? Anyway, it's made of durable plastic and features art from UPN's "Hulk" animated series. The "kit" contains a 10 oz. bottle made of shatterproof plastic. (Hmm...maybe Dr. Bruce Banner can figure out how this thing knows just how to keep cold things cold and hot things hot!) You can fit yer lunch inside with the thermos and head off to school. The Hulk Lunch Kit has a suggested retail price of $8.49, and you'll find it in retail stores everywhere this August.

Hulk Lunch Kit

Check your local stores for availability of all these funky-fresh products. Or ask your friendly neighborhood comic store to special order 'em for ya!

**HEY!** Are you a company putting out some easy cheesin' good fun in the form of comic-related merchandise like *The Blob's Guide to Healthy Eating*, Mephisto's Five Alarm Chili and Aquaman's Sushi Making Kit? If so, we'd love to include 'em in our groovy "Junk Drawer" column. (Of course, we'd also like statues, T-shirts, novelties, magnets, etc.) Please send all info and sample products to:

**Junk Drawer**
**151 Wells Ave.**
**Congers, NY 10920**

# JUNK DRAWER video games

By Steve Brown

## FIGHTING FORCE APPROACHES

Well, companies are still keeping pretty tight lipped about all their new releases, saving them for E3. So expect some great announcements next month in our big E3 report. In the meantime, however, we've got a look at a few cool new games including a certain Force-related game you may be interested in...

### Star Wars: Masters of Teräs Käsi

**MANUFACTURER:** LucasArts
**PLATFORM:** Sony PlayStation
**SUGGESTED RETAIL:** $49.99, available November

How does a Star Wars 3-D fighting game sound? *Masters of Teräs Käsi* was developed in secrecy, and LucasArts planned to unveil it at this summer's big E3 show. But when word of the game leaked, instead of waiting and unveiling the game at the biggest video game convention of the year, LucasArts decided to go public with it.

*Masters* revolves around a new villain named Arden Lyn, the ultimate master of teräs käsi (the kung fu of the Star Wars Universe). Apparently, Darth Vader hired Lyn to kill all the Rebel leaders in hand-to-hand combat. This forces Han and the gang to learn teräs käsi to save their skins.

The game looks a lot like *Tekken 2* or *Virtua Fighter* — two 3-D warriors face each other in various combat arenas and punch, kick and throw their enemies until they can no longer stand. As characters fight, they build up "Force Power" which enables them to do special power moves. And each character has his own unique power attack.

*Masters* features three attack buttons and a kick button, enabling characters to either duke it out with their specific weapons or go mano-a-mano. And you should be pretty familiar with their weapons: Luke Skywalker and Darth Vader carry lightsabers, Princess Leia uses a staff, Boba Fett packs a blaster rifle, Chewbacca has a laser crossbow, etc. Battles are

Star Wars: Masters of Teräs Käsi

Blast Corps

Hexen

fought on a number of different sites and worlds including a shuttle platform on Endor, a Tusken Raider village and the Rancor Pit on Tatooine, as well as sites on Dagobah, Bespin, Hoth, the Emperor's Throne Room and a never-before-seen location.

As with *Tekken 2*, *Masters* allows players to play in various game modes. The game contains a Practice Mode, an Arcade Versus Mode and Team Mode, wherein players select a team of four characters to battle with.

At press time, LucasArts would not confirm the rumors that Darth Vader and a Tusken Raider are just a few of the hidden playable characters in the game, with Vader also rumored to be the final Boss.

## Blast Corps

**MANUFACTURER:** Nintendo
**PLATFORM:** Nintendo 64
**SUGGESTED RETAIL:** $59.99, available now

*Blast Corps* is a mission-based demolition simulation. Players control one of 12 different types of vehicles that are employed to clear (or shoot) a path for a runaway nuclear missile carrier. Fifty levels of lushly textured, highly detailed, interactive 3-D environments are the defining characteristics of this addictive classic.

Everything in *Blast Corps* is destroyable and there are a ton of secret areas to discover. Our favorite vehicle was the giant Infra Man-type mechanical robot who leaps hundreds of feet in the air and smashes everything in its descending path. *Corps* is a triumph of playability and superb graphics.

## Hexen

**MANUFACTURER:** GT Interactive
**PLATFORM:** Nintendo 64
**SUGGESTED RETAIL:** $79.99, available now

While this *DOOM*-type, first-person perspective maze game is not original by any means, *Hexen* delivers a higher form of satisfaction than the first-person shooters it emulates.

Users control a warrior, mage or cleric, each coming with various strengths and weaknesses. Like *DOOM*, users travel through 3-D mazes, beating up on monsters and demons with various weapons and spells. Although not an official *Dungeons and Dragons* license, *Hexen* is the closest thing we've seen to a playable 3-D RPG.

With fairly easy controls, highly realistic graphics and imaginative and straightforward gameplay, *Hexen* has all the basic requirements of an excellent video game title. Nonetheless, you might want to give this one a trial rental before plunking down your eighty bucks for it.

# PLUG IN

## The Latest in Video Game News

### SATURN'S RESIDENTS GET EVIL

There's good news for Sega Saturn owners: *Resident Evil* is making the leap from Sony to Sega in November. To date, Capcom has shipped more than 2.5 million copies of *Resident Evil* and is finally finished with the enhanced Saturn version. Priced to sell at $49.99, the Saturn version contains a new monster, a new weapon and an Arena Battle/Survival Mode where players must use their skill to battle a continuous onslaught of zombies and monsters.

### HANG WITH ORIGINAL 'TREK' CAST

Interplay's *Star Trek: Secret of Vulcan Fury* is coming soon to a PC CD-ROM near you. The interactive game hopes to capture the look, feel and personality of the original "Star Trek" TV series through the use of all-new motion captured animation. Featuring the voices and likenesses of the original cast, *Vulcan Fury* is broken down into six all-new episodes which revolve around the ancient secret in the history of the Vulcan and Romulan races. (Y'know, the Romulans are really an offshoot of the Vulcans.) It's scheduled to ship in November for $49.99.

### X-MEN TAKE IT TO THE STREET

*X-Men vs. Street Fighter* has been announced for the Sony PlayStation. Based on its arcade namesake, this title will feature totally unique backgrounds and hopes to level off fighting imbalances. Capcom's hoping for a Christmas release, but the company just started the porting over process, so we'll have to wait and see.

### DYNAMIC DUO SWINGS TO CONSOLES

Acclaim is working on *Batman and Robin*, the video-game adaptation of this summer's blockbuster. It features a behind-the-character, three-quarter 3-D perspective where Batman, Robin or Batgirl roam (and fight their way) through 26 different areas of Gotham City. Keeping with tradition, Acclaim promises plenty of thugs and bosses.

# THE TOY CHEST BY SCOTT BEATTY

# Toy Biz Has Got Marvel Covered

It took a while, but we finally got pics of **Marvel Comics' Famous Covers**. This brand-new collector's assortment from Toy Biz borrows the "feel" of classic Mego World's Greatest Super-Heroes figures of the 1970s and updates 'em for the '90s with the Biz's dynamic sculpting and articulation! The first assortment, set to hit stores in late October, includes (seen below, from left) **Storm**, **Wolverine**, **Spider-Man** (with Peter Parker's mug beneath his mask!) and the **Green Goblin** (arriving with his deadly Goblin Glider and li'l pumpkin bomb) in wonderful 24-point articulated figures with real cloth costumes. Each ships in a keen gatefold box recreating a classic Marvel Comics appearance, with releases numbering just 25,000 pieces per figure and a $19.99 price tag for each.

Spidey's sweet old **Aunt May** will be the line's first exclusive, available only through a Famous Covers mail-in offer. Meanwhile, the gang at Toy Biz is working on future assortments, which it says will include **Dr. Doom**, with **Captain America**, **Daredevil** (classic red, yellow and black costume), and X-characters **Bishop** and **Gambit** slated as possible contenders.

## AVENGERS VS. X-MEN

This September, Marvel's top two superteams will be vying for collectors' toy dollars with several new X-Men assortments debuting from Toy Biz, in addition to the company's premiere Avengers assortment. On the mutant front, look for **X-Men: Onslaught**, featuring the big bad destroyer Onslaught himself leading off an assortment that includes Wolverine Unleashed (Logan inna bandana) with **Franklin Richards**, Jean Grey with Juggernaut in the Ruby of Cyttorak, and Apocalypse Rising with Ozymandias.

Perhaps the most eagerly anticipated assortment is the Biz's new **Classic X-Team Gift Pack**, a nifty boxed set featuring all five original X-Men, newly sculpted and ready for action in their original togs. Cyclops, Marvel Girl, Iceman, Beast and Angel arrive in a swell gatefold box recreating Jack Kirby's classic *X-Men* #1 cover.

Jumping ahead a few light years, X-fans can pick up **X-Men: Star Riders**, X-Men with vehicles that link up to form one mammoth battle cruiser. Included in the assortment are all-new versions of Wolverine, Cyclops, Jean Grey, Beast and **Professor Xavier** (Hey, ain't he in the clink for alla that "Onslaught" crap?), each with their own Star Riders vehicles.

And finally, the mighty **Avengers** get their very own line with an assortment including **Scarlet Witch**, The Mighty Thor, **Loki** and "Heroes Reborn" **Iron Man** (styled after Jim Lee's recent revisionary work on ol' Shellhead). The recent Spider-Man: Electro Spark **Captain America** fits into the line quite nicely (being the big boy that he is). And if Marvel's "Heroes Return" *Avengers* comic uniting writer Kurt Busiek with former team penciler George Pérez hits the ground running, we just may see more Marvel heroes in the future.

Avengers (from left): Scarlet Witch, Loki, Thor and "Heroes Reborn" Iron Man

The Classic X-Men (from left): Cyclops, Beast, Angel, Iceman and Marvel Girl

X-Men: Star Riders with Wolverine, Jean Grey, Prof. X, Cyclops and Beast

X-Men: Onslaught (from left): Onslaught (w/ Ultimate Power Armor), Wolverine Unleashed (w/ Franklin Richards), Jean Grey (w/ Psychic Claw) and Apocalypse Rising (w/ Ozymandias)

Universal Monsters (from left): Mummy, Frankenstein and Wolf Man

## MONSTER MASH

Hasbro New Ventures and the U.S. Postal Service are joining together to bring Universal's classic monsters back to life. This fall, monster merchandise collectors will see the release of U.S. commemorative stamps devoted to Universal's **Frankenstein**, **Wolf Man**, the **Mummy**, Dracula and the Phantom of the Opera. In addition, Hasbro New Ventures is serving up a nifty three-pack featuring Frankenstein, Wolf Man and the Mummy with actual movie likenesses. Look for these 12-inch figures as a J.C. Penney's fall catalog-exclusive. And, if the line is successful, keep your eyes peeled for other classic monsters to join the lineup.

## TOY BIZ BUZZ

Lotsa news buzz this month from the mighty makers of Marvel toys:

First up, Toy Biz will release **Kull the Conqueror** action figures this August to coincide with the release of the big-screen debut of Robert E. Howard's classic pulp hero....Also on the horizon are **Blade** action figures, based on the feature film franchise launch of Marvel's vampire-hunting...uh...vampire, starring Wesley Snipes (as Blade). Look for figures to begin hitting store shelves after Christmas 1997....Capcom and Toy Biz are joining forces for two highly anticipated assortments based on the video game company's ***Street Fighter vs. X-Men*** and ***Resident Evil***....And finally, there will be three, count 'em, three assortments devoted to **Silver Surfer** this September: a line of highly detailed 10-inch figures, a collector's line based on Marvel's *Silver Surfer* comic, plus a line devoted entirely on the forthcoming FOX Kids "Silver Surfer" animated series. Cosmic Marvel characters like **Magus**, **Drax the Destroyer** and an all-new **Thanos** just might make it into one or more of the lineups.

## TOTAL JUSTICE... NO MORE

Kenner recently announced that its **Batman: Total Justice** line would be discontinued following the release of its Wave Three figures, currently shipping. In addition, those figures, which include first-ever renditions of the **Huntress**, **Black Lightning**, **Green Arrow** (Connor Hawke) and **Parallax**, will have limited availability. Die-hard DC collectors should snap 'em up quick before they're gone forever. In Total Justice's wake, however, Kenner is making room for an all-new Batman segment which the company assures will make fans of DC heroes *very* happy. We'll bring you all the info as soon as Kenner releases the news.

## BATMAN "REFRESHED"

Press releases for the revamped **"Batman"** animated series report that Kenner will support the all-new episodes (airing weekdays this fall as "The Adventures of Batman & Robin" and weekends alongside the Man of Steel as "The New Batman/Superman Adventures") with a "refreshed product line." For those Bat-collectors keeping score, the all-new episodes will feature Batman in a retro look (minus the oval, with a more Golden Age Bat-symbol), an all-new **Robin** to replace Dick Grayson (now **Nightwing**! Whoo-hoo!), in addition to regular appearances by a crime-fightin' gal going by the name o'

## WISH LIST

### THE 10 FIGURES THAT WIZARD WANTS TO SEE MADE

Photo courtesy of Lucasfilm

**1) Darth Vader w/ Emperor's Hologram (Star Wars)**
We'd bundle a gazillion Ender Bags for just one Darth with Emperor's Hologram. Give him a red lightsaber and presumably Palpatine's sound bites of Anakin Skywalker and we can all try along with Luke, baby!

**2) Blink (X-Men)**
Sadly, the "Age of Apocalypse" I got had such, shall I have why such cheap "deluxe" portrait and removable energy gauntlet? What more do you need to know, Toy Biz?

**3) "New" X-Men Hazard Set (X-Men)**
A boxed set of international X-Men from Giant Size X-Men #1, including Banshee, Thunderbird, Sunfire, Colossus, Nightcrawler and Sunfire would rock the house!

**4) Superman: New Costume (Superman: Man of Steel)**
Yeah, it's shrouded in controversy, but either way you slice it, it's the coolest figure. Toss in a blue sparking chest like Electric Spark Spidey and we'd buy two!

**5) Anubigon (DC/Marvel Heroes)**
Though another Marvel versus DC isn't in the cards, site business, fans are still askin' for new action figures based on DC/Marvel crossovers like Super Soldier, Dark Claw, Dr. Strangelove and Iron Lantern.

**6) X-Man (X-Men)**
Another "kid" power child, this alternate future Nate Grey would charm the socks off collectors with snap-on DC blade and light up eyes! Heck, why not throw in Nate's pal Joey Quesada and make it a two pack!

**7) Sentinel: Age of Apocalypse (X-Men)**
Yeah, we know we asked for him up in the #3 slot, but we're pockin' our luck and askin' for the spiffy "kid" sentinel Tommy as well, with snap-on Danny "head" and Danny shield. Looks like the oversized snap-on Danny hammer!!

**8) Hulk (The Incredible Hulk)**
Sure, there's been a bunch of Toy Biz Hulk figures, but what we want is a GOOD Hulk figure that fits in with the rest of the Marvel figures, but is still all big and chunky like The Thing is. Oh, and he should come with a 3" poseable accessory Banner figure that DOESN'T fit inside.

**9) Nightwing (Total Justice)**
Dick Grayson would come with Batarang, trapezes, clicky and a retractable jump line to make Batman proud... and to make up for that godawful "Batman and Robin" flick. "All the horror 'O' Fun 'N' Bat Fun we...

**10) Gun (WildCards)**
Okay, brothers... that Stan Freehill with gunblue and orange, Freehill w/ revolutionary student clothes, Burnout w/ light up hands, and light up, snap-on Danny hide, Rainmaker w/ light up eyes and snap-on energy hide, and Grunge w/ Tom Lemongello "disturbed" arms. Hell yeah.

Hey! Keep sending them Top 10 lists! You've already made a difference! Drop us a note with your "dream figures" at:

Top 10 Lists
c/o Wizard Press
151 Wells Avenue
Congers, NY 10920

*Or e-mail us at:*
WizardTGTC@aol.com

Figrin D'an

**Batgirl**. Hmm...we smell action figures.

## STAR WARS 12-INCH UPDATE

Hey, kiddies—check out these nifty pics of Hasbro New Ventures' **Figrin D'an and the Modal Nodes**, six separate 12-inch Mos Eisley Cantina Band Member releases from Wal-Mart. Look for Figrin D'an (the Huey Lewis of the group) and his cronies Doikk N'ats, Ickabel, Nalan, Tech and Tedn to hit toy shelves this September. The good news: None will be short-packed. The bad news: There won't be any alien Greedo chick groupies. Damn.

## WITCHBLADE TOYS!

It's official! **Top Cow Comics** and **Moore Action Collectibles** recently inked a deal for M.A.C. to produce the first toys based on Top Cow's white-hot ***Witchblade***. Set for release in early 1998 are four action figure likenesses of Sara Pezzini (Witchblade), Ian Nottingham, Medieval Witchblade and either Anne Bonny (from Top Cow's *Tales of the Witchblade*) or Witchblade foil Kenneth Irons. Each figure will have an approximate $9.95 retail. At press time, fellow Top Cow hit ***The Darkness*** was still in negotiations for possible M.A.C. action-figure treatment.

## LADY DEMON MAKES THE CUT

In other M.A.C. news, company president Clayburn Moore recently confirmed that Chaos! Comics' **Chastity** would be replaced by **Lady Demon** (sort of an amalgam of Lady Death and Purgatori) in the first Chaos! action-figure assortment, which would also include Evil Ernie, Lady Death and Purgatori. Fans of the lady vampire need not worry, however, since Chastity is slated for the second assortment of M.A.C.'s Chaos! figures.

## CREED ACTION

Lightning Entertainment, Inc.'s action-figure division **Skybolt Toyz** has announced it will be producing the first collectible figures based on Trent Kaniuga's popular ***Creed*** comic series. Set to hit comic store shelves this October, Skybolt's "Action Posed" Creed figures stand five inches tall, with highly detailed paint decos and design guides by Kaniuga himself, but sadly, no articulation. Instead, the Creed toys will sport dynamic poses, putting them more in the realm of PVC figures than true "action" figures. The first batch of Creed figures will include two separate versions of **Mark Farley** (Creed), his nemesis **Disorder** and dream world warrior **Mai-Ling**, each limited to just 9,999 pieces, with a suggested retail of $7.95 per figure. **W**

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ToyFare *Editor Scott Beatty has an "action pose" every morning, just after a breakfast that's high in fiber.*

# the Wizard ACTION FIGURE Price Guide

The toys in this guide are priced as follows: prices listed on the left are for mint in package (MIP), meaning that the toys have never been removed from their original packaging, items not in any packaging (loose) or missing any of their original accessories vary significantly and are generally worth the prices listed on the right. A listing marked with a •• means that particular figure has not been released yet from the manufacturer. In some cases, these figures are cancelled, and thus, never released.

Remember, this is only a guide, and prices can vary for a variety of reasons, including local scarcity

## BATMAN

### ADVENTURES OF BATMAN & ROBIN

**KENNER (1996-1997)**

| | | |
|---|---|---|
| Bane | 15.00 | 3.00 |
| Bola Trap Batman | 8.00 | 1.75 |
| Cyber Gear Batman | 8.00 | 1.75 |
| Disaster Control Batman | | •• |
| Glider Robin | 12.00 | 2.50 |
| Hover Jet Batman | 8.00 | 1.75 |
| Paraglide Batman | 8.00 | 1.75 |
| Pogo Stick Joker | 8.00 | 1.75 |
| Ra's Al Ghul | 8.00 | 1.75 |
| Radar Scope Batman | 8.00 | 1.75 |
| Rocketpak Batman | 8.00 | 1.75 |
| Supersonic Batman | | •• |

### ADVENTURES OF BATMAN & ROBIN: CRIME SQUAD

**KENNER (1996-1997)**

| | | |
|---|---|---|
| Bomb Control Batman | 8.00 | 1.75 |
| Fast Pursuit Batman | 8.00 | 1.75 |
| Skycopter Batman (Dlx) | 12.00 | 3.00 |
| Tri-Wing Batman (Dlx) | 12.00 | 3.00 |

### ADVENTURES OF BATMAN & ROBIN: CRIME SQUAD (VEHICLES & ACCESSORIES)

**KENNER (1996-1997)**

| | | |
|---|---|---|
| Night Sphere with Batman Figure | 30.00 | 7.00 |

### ADVENTURES OF BATMAN & ROBIN: D.U.O. FORCE

**KENNER (1997-CURRENT)**

| | | |
|---|---|---|
| Air Strike Robin | 10.00 | 2.25 |
| Cycle Thruster Batman | | •• |
| Harley Quinn | | •• |
| Hydro Storm Robin | | •• |
| The Joker (machine gun & bomb) | | •• |
| Mr. Freeze | 10.00 | 2.25 |
| Roto Chopper Riddler | | •• |
| Wind Blitz Batgirl | | •• |
| Turbo Surge Batman | 10.00 | 2.25 |
| Vector Wing Batman | 10.00 | 2.25 |

### BATMAN ANIMATED SERIES

**KENNER (1992-1995)**

| | | |
|---|---|---|
| Anti-Freeze Batman | 10.00 | 2.25 |
| Bane | 14.00 | 3.00 |
| Bola Trap Robin | 10.00 | 2.25 |
| Bruce Wayne | 20.00 | 4.00 |
| Catwoman | 27.00 | 5.50 |
| Clayface | 17.00 | 4.25 |
| Combat Belt Batman | 30.00 | 6.00 |
| Cyber Gear Batman | 8.00 | 1.75 |
| Dick Grayson/Robin | 16.00 | 4.00 |
| Glider Robin | 14.00 | 3.00 |
| Ground Assault Batman | 10.00 | 2.25 |
| High Wire Batman | 10.00 | 2.25 |
| Infrared Batman | 10.00 | 2.25 |
| Joker (laughing gas) | 22.00 | 4.00 |
| Killer Croc | 17.50 | 4.25 |
| Knightstar Batman | 10.00 | 2.25 |
| Lightning Strike Batman | 10.00 | 2.25 |
| Man-Bat | 17.50 | 4.25 |
| Mech-Wing Batman | 10.00 | 2.25 |
| Mr. Freeze | 22.00 | 5.00 |
| Ninja Robin | 15.00 | 4.00 |
| Penguin | 90.00 | 20.00 |
| Poison Ivy | 32.00 | 9.00 |
| Power Vision Batman | 15.00 | 3.50 |
| Radar Scope Batman | 8.00 | 1.75 |
| Rapid Attack Batman | 10.00 | 2.00 |
| Riddler | 32.00 | 9.00 |
| Robin | 16.00 | 4.00 |
| Scarecrow | 20.00 | 5.00 |
| Sky Dive Batman | 12.00 | 3.00 |
| Tornado Batman | 10.00 | 2.25 |
| Turbojet Batman | 18.00 | 4.00 |
| Two-Face | 22.00 | 5.00 |

### BATMAN ANIMATED SERIES (VEHICLES & ACCESSORIES)

**KENNER (1992-1995)**

| | | |
|---|---|---|
| 15-Inch Ultimate Batman | 25.00 | 6.00 |
| Aero Bat | 15.00 | 4.00 |
| B.A.T.V. Vehicle | 12.00 | 3.00 |
| Bat-Signal Jet | 15.00 | 4.00 |
| Batcave Command Center | 55.00 | 15.00 |
| Batcycle | 12.00 | 3.00 |
| Batmobile | 35.00 | 8.00 |
| Batplane | 25.00 | 6.00 |
| Bruce Wayne Street Jet | 40.00 | 11.00 |
| Electronic Crime Stalker | 15.00 | 4.00 |
| Hoverbat | 15.00 | 4.00 |
| Hydro Bat | 10.00 | 2.25 |
| Ice Hammer | 15.00 | 4.00 |
| Jokermobile | 25.00 | 6.00 |
| Ninja Power Pack (two-figure set, Batman & Robin) | 20.00 | 5.00 |
| Robin Dragster | 325.00 | 115.00 |

### BATMAN ANIMATED SERIES CRIME SQUAD

**KENNER (1995)**

| | | |
|---|---|---|
| Air Assault Batman | 8.00 | 1.75 |
| Land Strike Batman | 8.00 | 1.75 |
| Piranha Blade Batman | 6.00 | 1.50 |
| Sea Claw Batman | 6.00 | 1.50 |
| Ski Blast Robin | 6.00 | 1.50 |
| Stealthwing Batman | 6.00 | 1.50 |
| Torpedo Batman | 6.00 | 1.50 |

### BATMAN ANIMATED SERIES CRIME SQUAD (VEHICLES & ACCESSORIES)

**KENNER (1995)**

| | | |
|---|---|---|
| Batcycle (with purple & silver bike) | 12.00 | 3.00 |
| Triple Attack Jet | 15.00 | 4.00 |

### BATMAN: LEGENDS OF BATMAN

**KENNER (1994-1996)**

| | | |
|---|---|---|
| Buccaneer Batman | 12.00 | 3.00 |
| Catwoman | 18.00 | 3.50 |
| Crusader Batman | 12.00 | 2.50 |
| Crusader Robin | 10.00 | 2.25 |
| Cyborg Batman | 12.00 | 2.50 |
| Dark Rider Batman | 16.00 | 4.00 |
| Dark Warrior Batman | 9.00 | 2.00 |
| Desert Knight Batman (Dlx) | 12.00 | 3.00 |
| Energy Surge Batman (Dlx) | 12.00 | 3.00 |
| First Mate Robin | 12.00 | 3.00 |
| Flightpack Batman (Dlx) | 12.00 | 3.00 |
| Future Batman (no bat symbol) | 15.00 | 4.00 |
| Future Batman (with bat symbol) | 10.00 | 2.25 |
| Gladiator Batman | 10.00 | 2.25 |
| Joker (snapping jaw) | 15.00 | 4.00 |
| Knightquest Batman | 12.00 | 3.00 |
| KnightsEnd Batman | 10.00 | 2.25 |
| Laughing Man Joker | 10.00 | 2.25 |
| Long Bow Batman | 8.00 | 2.00 |
| Nightwing Robin | 10.00 | 2.25 |
| Power Guardian Batman | 10.00 | 2.25 |
| Riddler (with Firing Question Mark Launcher) | 10.00 | 2.25 |
| Samurai Batman | 8.00 | 2.00 |
| Silver Knight Batman (Dlx) | 10.00 | 2.25 |
| Ultra Armor Batman | 14.00 | 3.50 |
| Viking Batman | 8.00 | 2.00 |

### BATMAN: LEGENDS OF BATMAN WARNER BROTHERS EXCLUSIVES (METALLIC RE-PAINTS)

**KENNER (1995-1996)**

| | | |
|---|---|---|
| Crusader Batman | 18.00 | 4.00 |
| Crusader Robin | 15.00 | 4.00 |
| Cyborg Batman | 20.00 | 5.00 |
| Dark Warrior Batman | 18.00 | 4.00 |
| Future Batman | 20.00 | 5.00 |
| Knightquest Batman | 20.00 | 5.25 |
| Long Bow Batman | 12.00 | 3.00 |
| Nightwing Robin | 20.00 | 5.25 |
| Power Guardian Batman | 20.00 | 5.00 |
| Riddler | 18.00 | 4.75 |
| Samurai Batman | 12.00 | 3.00 |

### BATMAN: LEGENDS OF BATMAN (VEHICLES & ACCESSORIES)

**KENNER (1994-1996)**

| | | |
|---|---|---|
| 13-inch Ultimate Knightquest Batman | 20.00 | 5.00 |
| 100th Edition Batman | 45.00 | 18.00 |
| Batcycle | 12.00 | 3.00 |
| Batmobile | 25.00 | 6.00 |
| Batman vs. Catwoman (12-Inch two-pack, Toys R Us exclusive) | 60.00 | 25.00 |
| Egyptian Batman vs. Egyptian Catwoman (two-pack) | 18.00 | 4.00 |
| Pirate Batman vs. Pirate Two-Face (two-pack) | 18.00 | 4.00 |
| Skybat | 15.00 | 3.25 |

### BATMAN: LEGENDS OF THE DARK KNIGHT

**KENNER (1997-CURRENT)**

| | | |
|---|---|---|
| Assault Gauntlet Batman | 8.00 | 1.75 |
| Bat Attack Batman | | •• |
| Dive Claw Robin | 8.00 | 1.75 |
| Glacier Shield Batman | | •• |
| Laughing Gas Joker (exploding decoy suit) | | •• |
| Lethal Impact Bane | 15.00 | 4.00 |
| Neural Claw Batman | 8.00 | 1.75 |
| Panther Prowl Catwoman (titanium exoskeleton) | | •• |
| Spline Cape Batman | 8.00 | 1.75 |
| Twister Spike Scarecrow | 20.00 | 5.00 |

### BATMAN: LEGENDS OF THE DARK KNIGHT (VEHICLES & ACCESSORIES)

**KENNER (1997-CURRENT)**

| | | |
|---|---|---|
| Sky Wing Street Bike (with Batman figure) | 12.00 | 3.00 |

### BATMAN: MASK OF THE PHANTASM-ANIMATED MOVIE

**KENNER (1993-1994)**

| | | |
|---|---|---|
| Decoy Batman | 12.00 | 3.00 |
| Jet Pack Joker (green face) | 25.00 | 6.00 |
| Jet Pack Joker (white face) | 20.00 | 5.00 |
| Phantasm | 32.00 | 6.50 |
| Rapid Attack Batman | 12.00 | 3.00 |
| Retro Batman | 10.00 | 2.25 |
| Tornado Batman | 12.00 | 3.00 |
| Total Armor Batman | 12.00 | 3.00 |

### BATMAN: TOTAL JUSTICE

**KENNER (1996-CURRENT)**

| | | |
|---|---|---|
| Aquaman (black armor) | 10.00 | 2.50 |
| Aquaman (gold armor) | 12.00 | 3.00 |
| Batman | 8.00 | 1.75 |
| Black Lightning | | •• |
| Darkseid | 7.50 | 1.50 |
| Despero | 8.00 | 1.75 |
| Fractal Armor Batman | 8.00 | 1.75 |
| Flash | 7.50 | 1.50 |
| Green Arrow | | •• |
| Green Lantern | 9.00 | 2.00 |
| Hawkman | 10.00 | 2.25 |
| Huntress | | •• |
| Parallax | | •• |
| Robin | 7.50 | 1.50 |
| Superman vs. Kryptonite | 8.00 | 1.75 |
| Total Justice Batman (mail-away) | 20.00 | |
| Total Justice Superman (mail-away) | 20.00 | |

## BATMAN MOVIES

### BATMAN: DARK KNIGHT COLLECTION

**KENNER (1990-1991)**

| | | |
|---|---|---|
| Blast Shield Batman (Dlx) | 30.00 | 7.00 |
| Bruce Wayne Batman | 20.00 | 4.00 |
| Claw Climber Batman (Dlx) | 30.00 | 7.00 |
| Crime Attack Batman | 20.00 | 4.00 |
| Iron Winch Batman | 22.00 | 4.00 |
| Knock-Out Joker | 75.00 | 25.00 |
| Night Glider Batman (Dlx) | 40.00 | 11.00 |
| Powerwing Batman | 30.00 | 7.00 |
| Shadow Wing Batman | 20.00 | 4.00 |
| Sky Escape Joker | 28.00 | 6.00 |
| Tec-Shield Batman (black backpack) | 30.00 | 7.00 |
| Tec-Shield Batman (gold backpack) | 20.00 | 4.00 |
| Thunderwhip Batman | 30.00 | 7.00 |
| Wall Scaler Batman | 20.00 | 4.00 |

### BATMAN: DARK KNIGHT COLLECTION (VEHICLES & ACCESSORIES)

**KENNER (1990-1991)**

| | | |
|---|---|---|
| Batcopter | 50.00 | 12.50 |
| Batcycle | 25.00 | 6.00 |
| Batjet | 40.00 | 8.00 |
| Batmobile | 50.00 | 12.50 |
| Bola Bullet | 20.00 | 5.00 |
| The Joker Cycle | 25.00 | 6.00 |
| Skyblade (Canada only) | 50.00 | 13.00 |
| Strikewing | 20.00 | 5.00 |
| Turbojet Batwing | 60.00 | 15.00 |

### BATMAN RETURNS

**KENNER (1990-1993)**

| | | |
|---|---|---|
| Aero Strike Batman | 12.00 | 2.50 |
| Air Attack Batman | 15.00 | 4.00 |
| Arctic Batman | 15.00 | 4.00 |
| Bola Strike Batman (Toys R Us exclusive) | 25.00 | 6.00 |
| Bruce Wayne | 18.00 | 4.00 |
| Catwoman | 25.00 | 6.00 |
| Claw Climber Batman (Toys R Us exclusive) | 35.00 | 8.00 |
| Crime Attack Batman | 15.00 | 4.00 |
| Deep Dive Batman | 15.00 | 4.00 |
| Firebolt Batman | 55.00 | 13.50 |
| Hydro Charge Batman | 10.00 | 2.25 |
| Jungle Tracker Batman | 10.00 | 2.25 |
| Laser Batman | 15.00 | 4.00 |
| Night Climber Batman | 10.00 | 2.25 |
| Penguin Commandos | 15.00 | 4.00 |
| Penguin | 40.00 | 11.00 |
| Polar Blast Batman (Toys R Us exclusive) | 25.00 | 6.00 |
| Powerwing Batman | 18.00 | 4.50 |
| Robin | 20.00 | 5.00 |
| Rocket Blast Batman | 50.00 | 13.00 |
| Shadow Wing Batman | 15.00 | 4.00 |
| Sky Winch Batman | 15.00 | 4.00 |
| Thunderwhip Batman | 15.00 | 4.00 |

### BATMAN RETURNS (VEHICLES & ACCESSORIES)

**KENNER (1990-1991)**

| | | |
|---|---|---|
| 15-inch Batman | 50.00 | 13.00 |
| Batcave Command Center | 50.00 | 13.00 |
| Batmissile Batmobile | 65.00 | 15.00 |
| Batmobile | 55.00 | 15.00 |
| Batskiboat | 50.00 | 13.00 |
| Bruce Wayne Custom Coupe | 40.00 | 11.00 |
| Camo Attack Batmobile (with Batman figure) | 30.00 | 7.00 |
| Laser Blade Cycle | 22.00 | 5.50 |
| Penguin Umbrella Jet | 35.00 | 7.00 |
| Robin Jet Foil Cycle | 35.00 | 7.00 |
| Sky Blade | 40.00 | 8.00 |
| Sky Drop Airship | 30.00 | 7.00 |
| Turbojet Batwing | 40.00 | 11.00 |

### BATMAN FOREVER

**KENNER (1995-1996)**

| | | |
|---|---|---|
| Attack Wing Batman (Dlx) | 12.00 | 3.00 |
| Boomerang Batman | 10.00 | 2.25 |
| Blast Cape Batman (deflectors are 1/2 yellow, 1/2 black) | 12.00 | 3.00 |
| Blast Cape Batman (deflectors are 3/4 yellow, 1/4 black) | 10.00 | 2.25 |
| Bruce Wayne/Batman (Target exclusive) | 15.00 | 4.00 |
| Freeguard Batman | 8.00 | 1.75 |
| Hydro Claw Robin | 8.00 | 1.75 |
| Ice Blade Batman | 10.00 | 2.25 |
| Laser Disc Batman (Dlx) | 15.00 | 4.00 |
| Light Wing Batman (Dlx) | 12.00 | 3.00 |
| Manta Ray Batman | 10.00 | 2.25 |

# BIG SHOT

## HANS 'N' LEIA

### Star Wars: P.O.T.F. (1995)/Star Wars (Kenner)

**It looks like Star Wars' mega-popularity has gone to Han Solo's head. Or should that be *heads*? When Lucasfilm deemed the original figure's noggin to be too small, Kenner sculpted a larger head. We asked Star Wars guru Steve Sansweet (author of *Star Wars: From Concept to Screen to Collectible*) to clear things up. "The small head was the original, and a running change was made when 'The Empire Strikes Back' was released," says Sansweet. "The way things work at Kenner, some of the larger heads crept in on Star Wars cards." Just to make things more confusing, the original small head can also be found on the Empire card. "The large head is more valuable on the Star Wars card, and the small is more valuable on the Empire card."**

Martial Arts Robin (Dlx) 12.00 ... 3.00
Neon Armor Batman ... 10.00 ... 2.25
Night Flight Batman ... 10.00 ... 2.25
Night Hunter Batman (claw accessories at bottom of blister) ... 8.00 ... 1.75
Night Hunter Batman (claw accessories at top of blister) ... 12.00 ... 1.75
Nightwing (Dlx) ... 15.00 ... 4.00
Power Beacon Batman ... 8.00 ... 1.75
Recon Hunter Batman ... 8.00 ... 1.75
The Riddler (trapping brain-drain helmet, green body w/black question marks) ... 10.00 ... 2.50
The Riddler (repaint: Target exclusive) ... 12.00 ... 3.00
The Riddler (2nd-blasting question mark bazooka, black body with green question marks) ... 12.00 ... 3.00
Skyboard Robin ... 10.00 ... 2.00
Solar Shield Batman ... 8.00 ... 1.75
Street Biker Robin ... 10.00 ... 2.25
Street Racer Batman ... 10.00 ... 2.25
Talking Riddler (Dlx) ... 15.00 ... 4.00
Tide Racer Robin (Target exclusive) ... 12.00 ... 3.00
Transforming Bruce Wayne ... 10.00 ... 2.25
Transforming Dick Grayson (black mask) ... 16.00 ... 3.50
Transforming Dick Grayson (bronze cape) ... 14.00 ... 2.75
Transforming Dick Grayson (white mask) ... 10.00 ... 2.50
Triple Strike Robin ... 10.00 ... 2.25
Two-Face ... 10.00 ... 2.50
Wing Blast Batman ... 8.00 ... 1.75

## BATMAN FOREVER (VEHICLES & ACCESSORIES)

**KENNER (1995-1996)**

13-inch Ultimate Batman Forever ... 20.00 ... 5.00
15-inch Batman Plush Doll 20.00 5.00
15-inch Robin Plush Doll 30.00 7.00
Aerodisc Shooter 20.00 5.00
Batboat ... 20.00 ... 5.00
Batcave ... 30.00 ... 7.00
Batmobile Power Center Playset ... 25.00 ... 6.25
Batwing 25.00 6.25
Electronic Batmobile ... 32.00 ... 7.00
Guardians of Gotham City (Batman & Robin, two-pack) 15.00 4.00
Radio-Controlled Batmobile 25.00 ... 6.00
Robin Cycle ... 15.00 ... 4.00
Talking Batman Doll ... 20.00 ... 5.00
Triple Action Movie Vehicle 25.00 ... 6.00
Two-Face & The Riddler (two-pack) 20.00 4.00
Wayne Manor Batcave Compound ... 50.00 10.00

## DC COMICS SUPER HEROES

**TOY BIZ (1989-1990)**

Aquaman (green arm) 25.00 6.00
Aquaman ... 20.00 ... 5.00
Batman (Keaton face) 18.00 4.50
Batman (square jaw) 15.00 4.00
Batman (round face) 15.00 4.00
Bob the Goon ... 20.00 ... 5.00
Flash (without logo) 15.00 4.00
Flash (2nd-with "Flash" logo, larger Flash emblem on figure) 15.00 4.00
Flash (3rd-w/Turbo Platform) 20.00 5.00
Green Lantern ... 30.00 7.00
Hawkman 30.00 ... 7.00
Joker (with hair curl) ... 30.00 ... 7.00
Joker (without hair curl) 18.00 4.50
Lex Luthor ... 15.00 ... 4.00
Mr. Freeze 20.00 5.00
Penguin (fires 1 1/4-inch missiles) 40.00 10.00
Penguin (fires 3 3/4-inch missiles) 30.00 7.00
Penguin (fires umbrella top) 15.00 4.00
Penguin (with tails) 15.00 4.00
Penguin (without tails) 12.00 3.00
Riddler 20.00 5.00
Robin 15.00 4.00
Superman ... 45.00 ... 13.00
Two-Face ... 20.00 ... 5.00
Wonder Woman 20.00 5.00

## DC COMICS SUPER HEROES (VEHICLES & ACCESSORIES)

**TOY BIZ (1989-1990)**

Batcave ... 40.00 ... 11.00
Batcycle ... 30.00 ... 7.00
Batmobile (with cocoon) 75.00 ... 25.00
Batmobile (without cocoon) ... 60.00 ... 20.00
Batmobile (2nd-w/turbo sound) ... 15.00 ... 4.00
Batmobile (3rd-remote-controlled; 8-inch) ... 35.00 8.00
Batmobile (4th-remote-controlled; 12-inch) ... 75.00 ... 25.00
Batwing ... 75.00 ... 25.00
Joker Cycle ... 25.00 ... 6.00
Joker Van ... 50.00 ... 13.00

## COMIC ACTION HEROES

**MEGO (1975-1978)**

Aquaman ... 75.00 ... 25.00
Batman ... 75.00 ... 25.00
Captain America ... 100.00 ... 30.00
Green Goblin ... 100.00 ... 30.00
Hulk ... 75.00 ... 25.00
Joker ... 60.00 ... 20.00
Penguin ... 60.00 ... 20.00
Robin ... 60.00 ... 20.00
Shazam! ... 80.00 ... 30.00
Spider-Man ... 75.00 ... 25.00
Superman ... 75.00 ... 25.00
Wonder Woman ... 75.00 ... 25.00

## COMIC ACTION HEROES (VEHICLES & ACCESSORIES)

**MEGO (1975-1978)**

Batman & Robin Exploding Bridge Set (with Batmobile, Batman & Robin figures) ... 140.00 ... 50.00
Batman & Robin Exploding Bridge Set (with Batmobile, Batman & Robin figures, plus Joker & Penguin figures) ... 175.00 ... 65.00
Batman's Flying Batcopter (with Batman figure) ... 150.00 ... 40.00
Superman's Exploding Fortress of Solitude Set ... 250.00 ... 90.00
Wonder Woman Collapsing Tower Set (with Invisible Jet and Wonder Woman figure) 160.00 ... 60.00

## FANTASTIC FOUR

**TOY BIZ (1994-1995)**

Annihilus ... 8.00 ... 1.75
Attuma 9.00 2.00
Black Bolt ... 8.00 ... 1.75
Blastaar ... 7.00 ... 1.50
Dr. Doom ... 7.00 ... 1.50
Dragon Man ... 7.00 ... 1.50
Firelord ... 7.00 ... 1.50
Gorgon ... 7.00 ... 1.50
Human Torch (Glow-in-the-dark flames, repaint Silver Surfer, 22.00 5.00
Human Torch (2nd-Flame-on sparking action) ... 10.00 ... 2.25
Invisible Woman (repaint Spider-Woman) ... 30.00 ... 7.00
Invisible Woman (2nd-clear body) ... 15.00 ... 4.00
Johnny Storm (orange base) ... 10.00 2.25
Johnny Storm (yellow base) ... 10.00 2.25
Medusa 15.00 4.00
Mole Man ... 9.00 ... 2.00
Mr. Fantastic ... 10.00 ... 2.25
Namor 10.00 2.25
Psycho Man ... 10.00 2.25
Silver Surfer ... 12.00 3.00
Super Skrull 10.00 2.25
Terrax 6.00 1.50
Thanos ... 8.00 ... 1.75
The Thing ... 10.00 ... 2.25
The Thing II (with undercover disguise) ... 8.00 ... 1.75
The Thing III (in sleeveless jumpsuit) ... 8.00 1.75
Triton 7.00 1.50
Wizard ... 8.00 ... 1.75

## FANTASTIC FOUR (VEHICLES & ACCESSORIES)

**TOY BIZ (1994-1995)**

14-inch Galactus 20.00 5.00
14-inch Talking Thing 20.00 5.00
Fantastocar 35.00 8.00
Mr. Fantastic's Sky Shuttle ... 15.00 4.00
Thing's Sky Cycle 15.00 4.00

## GENERATION X

**TOY BIZ (1995)**

Chamber 6.00 1.50
Emplate ... 6.00 1.50
Jubilee ... 8.50 ... 2.00
Penance ... 7.00 ... 1.50
Phalanx ... 6.00 ... 1.50
Skin (gold headset) ... 7.00 ... 1.75
Skin (silver headset) ... 9.00 ... 2.00
*Becomes X-Men: Generation X*

## GHOST RIDER

**TOY BIZ (1995)**

Blackout ... 10.00 ... 2.25
Blaze ... 8.00 ... 1.75
Blaze II (Armor) ... 8.00 ... 1.75
Ghost Rider (Chain whipping action) ... 12.00 ... 3.00
Ghost Rider II (Transforming action) ... 8.00 ... 1.75
Ghost Rider III (Exploding) ... 8.00 ... 1.75
Ghost Rider IV (Original) 8.00 ... 1.75

# LI'L SHOT

## LEX LUTHOR

**Superman Animated Series**

**Current prices: $14.00/$3.00**

Outcast ... 10.00 ... 2.25
Skinner ... 12.00 ... 3.00
Vengeance ... 12.00 ... 3.00
Zarathos ... 12.00 ... 3.00

## GHOST RIDER: FLAMIN' STUNT CYCLES

**TOY BIZ (1995)**

Blaze's Dark Cycle 10.00 2.25
Ghost Rider's "Ghost Fire" Cycle 10.00 2.25
Vengeance's Steel Skeleton Cycle ... 10.00 ... 2.25

## GHOST RIDER: SPIRITS OF VENGEANCE CYCLES & RIDERS

**TOY BIZ (1996)**

Blaze ... 12.00 ... 3.00
Ghost Rider ... 12.00 ... 3.00
Vengeance ... 12.00 ... 3.00

## GHOST RIDER (VEHICLES & ACCESSORIES)

**TOY BIZ (1995)**

12-inch Ghost Rider Doll with removable costume ... 20.00 ... 5.00
Ghost Rider Rip 'n' Rev Cycle ... 10.00 ... 2.25
Street Playset ... 10.00 ... 2.25

## INCREDIBLE HULK

**TOY BIZ (1996-1997)**

Abomination (black accessories) ... 10.00 ... 2.25
Abomination (repaint: purple shorts, cape, and gun, 50,000 ed. 8.00 ... 1.75
Grey Hulk (Battle Ravaged; green tie and hat band, black gloves) 8.00 1.75
Grey Hulk (Battle Ravaged, repaint: 50,000 ed., blue tie and hat band, white gloves) ... 8.00 ... 1.75
Leader (accessories are silver/black) ... 8.00 ... 1.75
Leader (repaint: accessories are black/silver reverse, 50,000 ed.) 8.00 ... 1.75
Rampaging Hulk (black hair) ... 8.00 ... 1.75
Rampaging Hulk (repaint: green hair, 50,000 ed.) ... 8.00 ... 1.75
Savage Hulk (Green) ... 8.00 ... 1.75
Savage Hulk (repaint: 50,000 ed.) ... 8.00 ... 1.75
She-Hulk (purple costume) ... 15.00 ... 3.25
She-Hulk (repaint: Fantastic Four costume, 50,000 ed.) ... 8.00 ... 1.75
Transforming Hulk 8.00 1.75

## IRON MAN

**TOY BIZ (1994-1996)**

Argent (7-inch dragon) ... 8.00 ... 2.00
Aureus (7-inch dragon) 8.00 2.00
Backlash ... 7.00 1.50
Blizzard ... 15.00 ... 4.00
Century 10.00 2.25
Crimson Dynamo 10.00 2.25
Dark Aegis (prototype only) ••
Dreadknight ... 10.00 ... 2.25
Fin Fang Foom (7-inch dragon) 8.00 2.00
Grey Gargoyle 7.00 1.50
Hawkeye ... 12.00 ... 2.00
Hulk Buster Iron Man 8.00 1.75
Iron Man (Phasing Cannon) ... 10.00 ... 1.75
Iron Man Arctic Armor 8.00 1.75
Iron Man Hologram Armor 8.00 1.75
Iron Man Hydro Armor ... 8.00 ... 1.75
Iron Man Inferno 8.00 1.75
Iron Man Lava Armor (prototype only) ••
Iron Man Magnetic Armor (prototype only) ••
Iron Man Radiation Armor (prototype only) ••
Iron Man Samurai ... 8.00 1.75
Iron Man Space Armor 8.00 1.75
Iron Man Stealth Armor 8.00 1.75
Iron Man Subterranean Armor ... 8.00 1.75
Living Laser (prototype only) ••
Mandarin ... 7.00 1.50
Modok ... 8.00 1.75
Spider-Woman ... 15.00 3.00
Titanium Man 8.00 2.00
Tony Stark (I.M. Armor) 7.00 ... 1.50
War Machine (shoulder mount) ... 10.00 2.00
War Machine II (double-barrel missile launcher) ... 8.00 ... 2.00
Whirlwind ... 15.00 4.00

## MARVEL HALL OF FAME PUZZLE ZOO EXCLUSIVES (SERIES 1)

**TOY BIZ (1996)**

Colossus (repaint & redecorated) ... 8.00 ... 1.75
Daredevil (red costume) ... 8.00 ... 1.75
Deadpool (repaint) ... 8.00 ... 1.75
Invisible Woman (vanishing color action, purple costume) ... 10.00 ... 2.25
Rhino (repaint) ... 8.00 ... 1.75

## MARVEL HALL OF FAME PUZZLE ZOO EXC. (SERIES 2; SHE-FORCE)

**TOY BIZ (1996)**

Black Queen (White Queen re-deco) ... 10.00 ... 2.25
Jean Grey (Domino re-deco) ... 10.00 ... 2.25
Ms. Marvel Universe (Medusa re-deco) ... 10.00 2.25
Spider-Woman (new costume) ... 8.00 ... 1.75
Storm (black) ... 10.00 ... 2.25

## MARVEL HALL OF FAME PUZZLE ZOO EXCLUSIVES (SERIES 3)

**TOY BIZ (1996)**

Iceman (color-changing) 10.00 ... 2.25
Invisible Woman (repainted Spider-Woman body, blue costume) ... 10.00 ... 2.25
Spider-Man (black costume, multi-poseable) ... 8.00 ... 1.75
Venom (flicking tongue) 8.00 ... 1.75
Wolverine (Wolverine 2nd [from X-Men], w/Wolverine 3rd head & mask) ... 8.00 ... 1.75

## MARVEL MUTANT MONSTERS (6-INCH SOUND & ACTION)

**TOY BIZ (1996-CURRENT)**

Dark Beast ... 12.00 ... 3.00
Sugar Man ... 12.00 ... 3.00
Werewolf Wolverine 12.00 ... 3.00

## MARVEL OVERPOWER POWERSURGE INVINCIBLE (KAY-BEE EXCLUSIVE)

**TOY BIZ (1996-CURRENT)**

Adam Warlock ... 12.00 3.00
Bone Claws Wolverine ... 8.00 ... 2.00
Night Armor Iron Man 8.00 2.00
Scarlet Spider 8.00 ... 2.00

## MARVEL SUPER HEROES: COSMIC DEFENDERS

**TOY BIZ (1990)**

The Amazing Spider-Man (enemy-tracking tracer) 15.00 ... 4.00
The Amazing Spider-Man (multi-pointed action poses) ... 15.00 ... 4.00
Annihilus (anti-matter wing thrust) ... 15.00 ... 4.00
Deathlok (hidden cyber-strength) ... 15.00 ... 4.00
The Human Torch (fireball-flinging action) 18.00 ... 4.00
Invisible Woman (catapult power launcher) ... 18.00 ... 4.00
Invisible Woman (vanishing color action) ... 175.00 ... 60.00
Mr. Fantastic (5-way stretch) ... 20.00 ... 5.00
The Silver Surfer (speed-surfing, chrome finish) ... 15.00 ... 4.00
The Thing (pulverizing punch) ... 20.00 ... 5.00
Venom (flicking tongue) 20.00 ... 5.00

## MARVEL SUPER HEROES

**TOY BIZ (1990-1994)**

The Amazing Spider-Man (real web-climbing action) ... 30.00 ... 7.00
The Amazing Spider-Man (real web-shooting action) 30.00 7.00
Captain America (with shield launcher) ... 18.00 ... 4.50
Daredevil (extending billy club, red body) ... 55.00 ... 23.75
Daredevil (exploding grapple-hook, red/black body) 10.00 2.25
Doctor Doom (featuring power-driven weapons) ... 14.00 ... 3.25
Dr. Octopus (suction cup & grasping tentacles) ... 20.00 ... 5.00
Green Goblin (with button on back) ... 36.00 ... 8.00
Green Goblin (without button on back) ... 15.00 ... 4.00

# the Wizard ACTION FIGURE Price Guide

The Incredible Hulk (large Marvel logo card; w/crushing arm action) ... 18.00 ... 4.00
The Incredible Hulk (small Marvel logo card; w/crushing arm action) ... 18.00 ... 4.00
Iron Man (large Marvel logo card) ... 30.00 ... 7.00
Iron Man (small Marvel logo card) ... 30.00 ... 7.00
The Punisher (full weapon arsenal) ... 15.00 ... 4.00
The Punisher (with cap-firing weapons) ... 15.00 ... 3.50
The Silver Surfer (action surfboard) ... 25.00 ... 6.00
Spider-Man (web-suction hands) ... 25.00 ... 6.00
Thor (short hammer) ... 55.00 ... 15.00
Thor (long hammer) ... 20.00 ... 5.00
USAgent ... 10.00 ... 2.25
Venom (squirts "alien liquid") ... 12.00 ... 3.00
Venom (with "living skin" slime pores) ... 22.00 ... 5.50

## MARVEL SUPER HEROES (VEHICLES & ACCESSORIES)

**TOY BIZ (1990-1994)**

The Amazing Spider-Man Attack Tower ... 60.00 ... 20.00
The Captain America Turbo Coupe ... 50.00 ... 13.00
The Incredible Hulk Rage Cage (electronic) ... 40.00 ... 11.00
Punisher Van ... 110.00 ... 35.00
Spider-Man Dragster ... 50.00 ... 13.00
Training Center ... 60.00 ... 20.00

## MARVEL SUPER HEROES SECRET WARS

**MATTEL (1984)**

Baron Zemo ... 30.00 ... 10.00
Captain America ... 25.00 ... 6.50
Constructor (European Issue) ... 75.00 ... 25.50
Daredevil ... 30.00 ... 10.00
Doctor Doom ... 15.00 ... 5.00
Dr. Octopus ... 20.00 ... 7.00
Electro (European Issue) ... 100.00 ... 33.00
Falcon ... 60.00 ... 20.00
Hobgoblin ... 70.00 ... 25.00
Iceman (European Issue) ... 80.00 ... 25.00
Iron Man ... 30.00 ... 10.00
Kang ... 18.00 ... 6.00
Magneto ... 20.00 ... 7.00
Spider-Man (black costume) ... 75.00 ... 25.50
Spider-Man (red and blue costume) ... 35.00 ... 12.00
Wolverine (black claws) ... 175.00 ... 69.00
Wolverine (silver claws) ... 75.00 ... 24.00

## MARVEL SUPER HEROES SECRET WARS (VEHICLES & ACCESSORIES)

**MATTEL (1984)**

Doom Chopper ... 75.00 ... 25.00
Doom Cycle (with Dr. Doom figure) ... 50.00 ... 13.00
Doom Cycle (without figure) ... 25.00 ... 6.00
Doom Roller ... 25.00 ... 6.00
Doom Star (with Kang) ... 45.00 ... 12.00
Freedom Fighter ... 30.00 ... 8.00
Gift Set (3-figure set) ... 100.00 ... 34.00
Secret Message Pack ... 15.00 ... 4.00
Star Dart (with Black Spider-Man) ... 70.00 ... 20.00
Star Dart (with Dr. Doom) ... 35.00 ... 8.00
Tower of Doom ... 35.00 ... 8.00
Turbo Cycle ... 25.00 ... 6.00
Turbocopter (with Captain America) ... 75.00 ... 25.00
Turbocopter ... 80.00 ... 25.00

Twin-Pack (Captain America/Dr. Doom) ... 60.00 ... 20.00

## POCKET SUPER HEROES

**MEGO (1976-1979)**

Aquaman ... 125.00 ... 45.00
Batman (red card) ... 75.00 ... 20.00
Batman (white card) ... 60.00 ... 20.00
Capt. America ... 125.00 ... 45.00
General Zod ... 10.00 ... 3.00
Green Goblin ... 125.00 ... 45.00
Hulk (red card) ... 55.00 ... 10.00
Hulk (white card) ... 50.00 ... 10.00
Joker (red card) ... 55.00 ... 5.00
Joker (white card) ... 35.00 ... 5.00
Jor-El ... 22.00 ... 5.00
Lex Luthor ... 22.00 ... 5.00
Penguin (red card) ... 55.00 ... 10.00
Penguin (white card) ... 35.00 ... 10.00
Robin (red card) ... 65.00 ... 15.00
Robin (white card) ... 45.00 ... 15.00
Shazam! (red card) ... 50.00 ... 10.00
Shazam! (white card) ... 30.00 ... 10.00
Spider-Man (red card) ... 65.00 ... 15.00
Spider-Man (white card) ... 60.00 ... 15.00
Superman (red card) ... 60.00 ... 10.00
Superman (white card) ... 60.00 ... 10.00
Wonder Woman (red card) ... 60.00 ... 10.00
Wonder Woman (white card) ... 35.00 ... 10.00

## POCKET SUPER HEROES (VEHICLES & ACCESSORIES)

**MEGO (1976-1979)**

Batcave ... 125.00 ... 45.00
Batcopter ... 100.00 ... 34.00
Batmachine ... 80.00 ... 27.00
Batmobile ... 100.00 ... 34.00
Invisible Jet ... 100.00 ... 34.00
Mangler ... 275.00 ... 100.00
Spider-Car ... 80.00 ... 27.00
Spider-Machine ... 30.00 ... 7.00

## SAVAGE DRAGON

**PLAYMATES (1995)**

Barbaric ... 8.00 ... 1.75
Battle Damage Dragon ... 10.00 ... 2.00
Savage Dragon ... 8.00 ... 1.75
She-Dragon (long hair) ... 32.00 ... 6.50
She-Dragon (mohawk hair) ... 32.00 ... 6.50

## SPAWN (SERIES 1)

**TODD TOYS (1994)**

Clown (monster-head out) ... 10.00 ... 2.25
Clown (with Comic Book sticker) ... 10.00 ... 2.25
Clown (repaint: human-head out, with Comic Book) ... 10.00 ... 2.25
Clown (repaint: human-head out, on lightning card) ... 10.00 ... 2.25
Clown (repaint: gold-colored version; Kay-Bee exclusive, released in '96) ... 10.00 ... 2.25
Medieval Spawn (blue armor) ... 10.00 ... 2.25
Medieval Spawn (with Comic Book sticker) ... 15.00 ... 4.00
Medieval Spawn (repaint: black armor, with Comic Book) ... 25.00 ... 6.00
Medieval Spawn (repaint: black armor, on lightning card) ... 25.00 ... 6.00
Medieval Spawn (repaint 2: pewter-colored version, Puzzle Zoo & Venture exclusive, 20,000 ed., released in '95) ... 25.00 ... 6.00
Medieval Spawn (repaint 3: gold-colored version, Kay-Bee exclusive, released in '96) ... 18.00 ... 4.50
Overkill (turquoise costume, 5¢ only on parking meter) ... 100.00 ... 35.00
Overkill (5¢ & 10¢ parking meter) ... 16.00 ... 4.00
Overkill (with Comic Book sticker) ... 20.00 ... 5.00
Overkill (repaint: dark green costume, with Comic Book) ... 15.00 ... 4.00
Overkill (repaint: on lightning card) ... 20.00 ... 5.00
Overkill (repaint 2: gold-colored version, Kay-Bee exclusive, released in '96) ... 18.00 ... 4.50
Spawn (full-masked) ... 10.00 ... 2.25
Spawn (with Comic Book sticker) ... 10.00 ... 2.25
Spawn (repaint: unmasked "Hamburger Head" with Comic Book) ... 30.00 ... 6.00
Spawn (repaint: unmasked "Hamburger Head" on lightning card) ... 25.00 ... 6.00
Spawn (repaint 2: navy blue-colored, Diamond exclusive for WildStorm cards, 5,000 ed., released in '95) ... 120.00 ... 35.00
Spawn (repaint 3: gold finish, Kay-Bee exclusive, 24,000 ed., released in '95) ... 28.00 ... 6.75

# BIG SHOT

**HAN SOLO (STORMTROOPER) & TRANSLUCENT OBI-WAN KENOBI**

**Star Wars: Power of the Force (1995-1997; Kenner)**

**One of the trademarks of Kenner's original Star Wars line was the numerous mail-in offers. The current Star Wars line is no exception, but things are a little different nowadays: Everyone *but* Kenner seems to be doing one. It all started with Han Solo in Stormtrooper Disguise in '95, a Frost Loops exclusive. Last year's Spirit of Obi-Wan Kenobi from Lay's Potato Chips was quickly followed by the Star Wars Fan Club's Figrin D'an Cantina Band. Kenner has finally wised up and got back into the game itself. Check out the company's official Star Wars website [http://starwars.hasbro.com] for the skinny on the exclusive B'Omarr Monk figure, based on that spidery-legged brain in a fishbowl who has about two seconds of screen time in "Return of the Jedi."**

Spawn (repaint 4: skull face and worms, retailer premium for Spawn #50, a.k.a. "Worm Spawn", 5,000 ed., released in '96) ... 135.00 ... 40.00
Tremor (orange-skinned) ... 20.00 ... 5.00
Tremor (with Comic Book sticker) ... 20.00 ... 5.00
Tremor (repaint: dark green costume, with Comic Book) ... 15.00 ... 4.00
Tremor (repaint: on lightning card) ... 15.00 ... 4.00
Tremor (repaint 2: gold finish, Kay-Bee exclusive, released in '96) ... 25.00 ... 6.00
Violator (no card; first release) ... 12.00 ... 3.00
Violator (chrome card; second release) ... 28.00 ... 6.00
Violator (green card; third release) ... 10.00 ... 2.25
Violator (orange card; fourth release) ... 10.00 ... 2.25
Violator (repaint: red body, Spawn comic mail-away offer, 10,000 ed., released in '95) ... 80.00 ... 25.00
Violator (repaint 2: gold finish, Kay-Bee exclusive, released in '96) ... 18.00 ... 4.50

## SPAWN (SERIES 2)

**TODD TOYS/MCFARLANE TOYS (1995)**

Angela (no panties, a.k.a. "Party Angela") ... 32.00 ... 6.50
Angela (with panties, staff painted purple, sword packed near bottom) ... 25.00 ... 6.00
Angela (with panties, staff painted purple, sword packed near top) ... 20.00 ... 5.00
Angela (with panties, staff painted purple & silver) ... 18.00 ... 4.50
Angela (gold painted ribbon, staff painted purple & silver) ... 32.00 ... 6.50
Angela (repaint: silver headpiece, silver & blue costume) ... 15.00 ... 3.00
Angela (repaint 2: red-trimmed; mail-order McFarlane Toys Collector's Club exclusive; released in '96) ... 38.00 ... 9.00
Badrock (blue shirt & pants, sharp missiles) ... 18.00 ... 4.00
Badrock (blunt missiles) ... 18.00 ... 4.00
Badrock (repaint: red pants, flesh-colored shirt) ... 12.00 ... 3.00
Chapel (blue/black pants, white pupils, white face) ... 20.00 ... 5.00
Chapel (no pupils, bone-colored face) white face) ... 20.00 ... 5.00
Chapel (white pupils, bone-colored face) ... 20.00 ... 5.00
Chapel (repaint: khaki-green pants) ... 10.00 ... 2.25
Commando Spawn (gray guns) ... 35.00 ... 7.50
Commando Spawn (with 10 to 12 large black polka dots on one side of gun; 700 produced) ... 85.00 ... 29.00
Commando Spawn (black speckles on gun) ... 10.00 ... 2.25
Commando Spawn (with silver hairs on visor) ... 10.00 ... 2.25
Commando Spawn (repaint: gold guns) ... 15.00 ... 4.00
Malebolgia (light green body) ... 62.00 ... 13.00
Malebolgia (light tan body) ... 55.00 ... 13.00
Malebolgia (medium tan body) ... 55.00 ... 13.00
Malebolgia (repaint: brown body with purple & green highlights) ... 62.00 ... 15.00
Pilot Spawn (black costume, no decal on chest, gray hoses) ... 25.00 ... 6.00
Pilot Spawn (no decal on chest, black hoses) ... 25.00 ... 6.00
Pilot Spawn (with decal) ... 25.00 ... 6.00
Pilot Spawn (with "skull-like" set of slits) ... 25.00 ... 6.00
Pilot Spawn (with a skull "wearing a hat") ... 25.00 ... 6.00
Pilot Spawn (with a plain skull on a red background) ... 25.00 ... 6.00
Pilot Spawn (repaint: white costume, a.k.a. "Astronaut Spawn") ... 20.00 ... 5.00

## SPAWN (SERIES 3)

**MCFARLANE TOYS (1995)**

Cosmic Angela (silver wings & headgear; back of head is flesh-colored) ... 12.00 ... 3.00
Cosmic Angela (silver on back of head) ... 12.00 ... 3.00
Cosmic Angela (repaint: gold wings & headgear, McFarlane '97 Collector's Club exclusive, 5,000 ed.) ... 12.00 ... 3.00
The Curse (navy blue body with gray trim) ... 10.00 ... 2.25
The Curse (repaint: black body with metallic blue trim, McFarlane '97 Collector's Club exclusive, 5,000 ed.) ... 12.00 ... 3.00
Ninja Spawn (black body with white & red trim; sticker on left of card) ... 10.00 ... 2.25
Ninja Spawn (sticker on right of card) ... 10.00 ... 2.25
Ninja Spawn (repaint: silver body with black & red trim, McFarlane '97 Collector's Club exclusive, 5,000 ed.) ... 12.00 ... 3.00
Redeemer (white cross on chest with purple cape; mostly clear energy hand) ... 10.00 ... 2.25
Redeemer (gold paint covering bulb) ... 10.00 ... 2.25
Redeemer (repaint: gold cross on chest with black cape, McFarlane '97 Collector's Club exclusive, 5,000 ed.) ... 12.00 ... 3.00
Spawn II (black body with red trim; half mask, painted teeth) ... 12.00 ... 3.00
Spawn II (no paint on teeth) ... 12.00 ... 3.00
Spawn II (repaint: black body with gold trim, McFarlane '97 Collector's Club exclusive, 5,000 ed.) ... 12.00 ... 3.00
Vertebreaker (brown body, light highlights) ... 20.00 ... 4.00
Vertebreaker (heavy gray highlights) ... 25.00 ... 5.00
Vertebreaker (repaint: light body & white spikes, Puzzle Zoo & Venture exclusive released in '96) ... 15.00 ... 4.00
Vertebreaker (repaint 2: bronze body, McFarlane '97 Collector's Club exclusive, 5,000 ed.) ... 15.00 ... 4.00
Violator II (gray body, no cybernetic attachments, light blue highlights) ... 12.00 ... 4.00
Violator II (heavy blue highlights) ... 20.00 ... 5.00
Violator II (Repaint: gray body, with cybernetic attachments, a.k.a. "Cyber Violator." This shipped with Series 4 repaints, released in '96.) ... 14.00 ... 4.00
Violator II (repaint 2: light brown body, McFarlane '97 Collector's Club exclusive, 5,000 ed.) ... 15.00 ... 4.00

## SPAWN (SERIES 4)

**MCFARLANE TOYS (1996)**

Clown II (black & silver cannons, missing head) ... 10.00 ... 2.25
Clown II (black & lightly silver cannons) ... 10.00 ... 2.25
Clown II (black & silver cannons, with head) ... 10.00 ... 2.25
Clown II (repaint: no head, orange & red cannons) ... 10.00 ... 2.25
Cy-gor (silver armor) ... 24.00 ... 5.50
Cy-gor (repaint: gold armor) ... 15.00 ... 4.00
Cy-gor (repaint 2: white body, Target exclusive, released in '96) ... 20.00 ... 5.00
Exo-Skeleton Spawn (black body, black & gray bones, half mask) ... 15.00 ... 4.00
Exo-Skeleton Spawn (black & maroon bones) ... 15.00 ... 4.00
Exo-Skeleton Spawn (full mask) ... 18.00 ... 4.00
Exo-Skeleton Spawn (no mask, a.k.a. "Hamburger Head") ... 18.00 ... 4.00
Exo-Skeleton Spawn (brown & tan bones) ... 15.00 ... 4.00
Exo-Skeleton Spawn (repaint: white costume, full mask) ... 10.00 ... 2.25
Exo-Skeleton Spawn (repaint: no mask) ... 10.00 ... 2.25
Exo-Skeleton Spawn (repaint 2: green & red bones, Target exclusive released in '96) ... 20.00 ... 5.00

The Maxx (black lsz) ... 50.00 ... 12.50
The Maxx (white lsz) ... 40.00 ... 10.00
The Maxx (shipped with 2 black lsz & 2 white lsz, limited edition: 10,000 ed., FAO Schwarz exclusive) 40.00 10.00
ShadowHawk (black with silver trim) ... 12.00 ... 3.00
ShadowHawk (repaint: gold with gray trim) ... 10.00 ... 2.25
She-Spawn (red face-mask & tan launcher) ... 12.00 ... 3.00
She-Spawn (red face-mask & gray launcher) ... 12.00 ... 3.00
She-Spawn (black/gray launcher & projectile) ... 15.00 ... 4.00
She-Spawn (repaint: black mask and black launcher) ... 12.00 ... 3.00

## SPAWN (SERIES 5)

### MCFARLANE TOYS (1996)

Nuclear Spawn (orange skin, green shirt) ... 12.00 ... 3.00
Nuclear Spawn (green skin, orange shirt) ... 12.00 ... 3.00
Overtkill II (flesh-colored with gray trim) ... 12.00 ... 3.00
Overtkill II (repaint: silver with gold trim, skull-like head) ... 10.00 ... 2.25

Tremor II (orange with red blood) ... 12.00 ... 3.00
Tremor II (repaint: purple with green blood) ... 10.00 ... 2.25
Vandalizer (gray skin, black trim) ... 12.00 ... 3.00
Vandalizer (gray "M" on head is missing) ... 12.00 ... 3.00
Vandalizer (repaint: tan with brown trim) ... 10.00 ... 2.25
Viking Spawn (flesh-colored, with reddish-brown trim) ... 12.00 ... 3.00
Viking Spawn (repaint: gray skinned with red trim) ... 10.00 ... 2.25
Widow Maker (solid rose outfit, gray body) ... 20.00 ... 5.00
Widow Maker (purple & rose striped outfit, gray body) ... 18.00 ... 4.00
Widow Maker (repaint: black & licorice red, flesh-colored body) 18.00 ... 4.00

## SPAWN (SERIES 6)

### MCFARLANE TOYS (1996)

Alien Spawn (black & white; like Spawn, lightning carded) ... 12.00 ... 3.00
Alien Spawn (black & white; like Spawn, diagonal lines card) 12.00 ... 3.00
Alien Spawn (repaint: white & black colors reversed) ... 10.00 ... 2.25
Battleclad Spawn (black-costume armor, lightning card) ... 12.00 ... 3.00
Battleclad Spawn (black-costume armor, diagonal lines card) 12.00 ... 3.00
Battleclad Spawn (repaint: tan on armor) ... 8.00 ... 2.00
The Freak (brown & tan, lightning card) ... 12.00 ... 3.00
The Freak (brown & tan, diagonal lines card) ... 12.00 ... 3.00
The Freak (repaint: black & yellow) ... 10.00 ... 2.25
Sansker (green & brown body, lightning card) ... 15.00 ... 4.00
Sansker (green & brown body, diagonal lines card) ... 12.00 ... 4.00
Sansker (repaint: black body) ... 10.00 ... 2.25
SuperPatriot (silver arms & legs, yellow shirt, name appears in red, white and blue) ... 12.00 ... 3.00
SuperPatriot (name appears in yellow) ... 12.00 ... 3.00
SuperPatriot (repaint: metallic blue arms & legs, dark blue shirt) 10.00 ... 2.25
Tiffany the Amazon (red-trimmed costume, lightning card) ... 20.00 ... 5.00
Tiffany the Amazon (red-trimmed costume, diagonal lines card) 22.00 ... 5.50
Tiffany the Amazon (repaint: green-trimmed costume) ... 15.00 ... 4.00

## SPAWN (SERIES 7)

### MCFARLANE TOYS (1996)

Crutch (w/weedwhacker, jackhammer, switchblade leg knife, Comboy tattoo) ... 10.00 ... 2.25
The Mangler (w/staff) 12.00 ... 3.00
No-Body ... 10.00 ... 2.25
Sam & Twitch ... 18.00 4.50 ea.
Scourge (w/Nutnik) ... 10.00 ... 2.25
Spawn III (w/owl & bat) 10.00 ... 2.25
Spawn III (repaint, a.k.a. "Ultimate Spawn," light-up eyes) ... 18.00 ... 4.00

Zombie Spawn (w/chainsaw & sawed-off shotgun) ... 10.00 ... 2.25

## SPAWN (VEHICLES & ACCESSORIES)

### MCFARLANE TOYS (1994-CURRENT)

Air Cycle (includes Pilot Spawn with green armbands) ... 25.00 ... 5.00
Bag of lszs (McFarlane Collector's Club exclusive; with one red lsz; '97 release)

Battle Horse (with silver version of Medieval Spawn) ... 35.00 ... 8.00
Future Spawn (red-trimmed with green visor, on card) ... 20.00 4.00
Future Spawn (red-trimmed with green visor, in box) ... 20.00 ... 4.00
Future Spawn (repaint: black with clear visor) ... 12.00 ... 3.00
Malebolgia vs. Medieval Spawn (two-pack, Kmart exclusive) ... 55.00 ... 14.00
Mutant Spawn (two poseable tentacles, rust-colored body, two wings) ... 12.00 ... 3.00
Mutant Spawn (four wings) 12.00 ... 3.00
Mutant Spawn (repaint: four bendable tentacles, blue or tan patches) 15.00 3.00
Pewter Spawn (Venture exclusive) ... 40.00 ... 11.00
Pewter Spawn vs. Violator (10,000 ed., FAO Schwarz exclusive) 30.00 ... 7.00
PVC Playset (with Violator & Spawn, FAO Schwarz exclusive) 25.00 ... 5.00
Spawn Alley Action Playset ... 35.00 ... 8.00
Spawn-Mobile ... 22.00 ... 5.00
Super-Size Angela (13-inch) ... 32.00 ... 7.50
Super-Size Spawn (13-inch, no sticker) ... 30.00 ... 7.00
Super-Size Spawn (13-inch, with "Bendable Cape" sticker) ... 30.00 ... 7.00
Violator Chopper (with "Super Size" gray Violator) ... 40.00 ... 10.00
Violator Monster Rig ... 22.00 ... 5.00
Violator vs. Commando Spawn (Violator is red, Commando Spawn repainted in camouflage colors; two-pack, Target exclusive, 12,000 ed., released in '95) ... 25.00 ... 6.00

# SPIDER-MAN

## AMAZING SPIDER-MAN

### TOY BIZ (1996-CURRENT)

Molten Man (*ToyFare Special* mail-away exclusive, 7,500 ed., released in '97) ... — ... 35.00
New Spider-Man (Venom containment gear) ... 8.00 ... 1.75
Spider-Man 2099 ... 8.00 ... 1.75
Spider-Woman (black widow assault gear) ... 12.00 ... 3.00
Stealth Venom (black) 20.00 ... 4.00
Stealth Venom (clear) 10.00 ... 2.50
Total Armor Rhino (anti-Spider armor) ... 10.00 ... 2.25

## SPECTACULAR SPIDER-MAN ARMOR WARS

### TOY BIZ (1996)

Anti-Symbiote Spider-Man 8.00 ... 1.75
Hyper-Tech Spider-Man ... 8.00 1.75
Radiation Suit Spider-Man 8.00 1.75
Ultimate Octopus ... 8.00 ... 1.75
The Vault Guardsman ... 8.00 ... 1.75

## SPIDER-MAN ANIMATED SERIES

### TOY BIZ (1994-1995)

Alien Spider Slayer ... 10.00 ... 2.25
Battle Ravaged Spider-Man 8.00 ... 1.75
Black Cat ... 10.00 ... 2.25
Carnage (Weapon Arms with Snap-on Wrist Accessories) ... 16.00 ... 4.00
Carnage Unleashed ... 12.00 ... 3.00
Chameleon ... 10.00 ... 2.25
Cyborg Spider ... 8.00 ... 1.75
Doppelganger Spider ... 8.00 ... 1.75
Dr. Octopus ... 10.00 ... 2.25
Dr. Strange ... 10.00 ... 2.25
Green Goblin ... 14.00 ... 3.75
Hobgoblin ... 12.00 ... 3.00
Hydro-Man ... 10.00 ... 2.25
Kingpin ... 10.00 ... 2.25
Kraven ... 8.00 ... 1.75
Lizard (black shirt) ... 14.00 ... 3.75
Lizard (repaint: red shirt) 9.00 ... 2.00
Man-Spider ... 7.00 ... 1.75
Morbius ... 14.00 ... 2.75
Mysterio (dark green body) ... 14.00 ... 3.75
Mysterio (light green body) ... 10.00 ... 2.50
Nick Fury ... 14.00 ... 2.75
Night Shadow Spider-Man 8.00 1.75
Octo-Spider ... 7.00 ... 1.50
Peter Parker ... 15.00 3.00
Prowler ... 10.00 ... 2.25
The Punisher ... 12.00 ... 2.50
Rhino ... 27.00 ... 5.25
Scorpion ... 10.00 ... 2.25
Shocker ... 10.00 ... 2.25
Six-Arm Spider-Man 8.00 1.75
Smythe ... 8.00 ... 1.75
Spider-Man (Black Costume with Web-Climbing Action) ... 8.00 ... 1.75
Spider-Man (Super-Poseable Action, multi-jointed) ... 8.00 ... 1.75
Spider-Man (Super Web Shield, Spider Armor) ... 8.00 ... 1.75
Spider-Man (Web Glider) 8.00 ... 1.75
Spider-Man (Web Parachute) ... 15.00 ... 4.00
Spider-Man (Web Racer) 8.00 ... 1.75
Spider-Man (Web Shooter) 8.00 ... 1.75
Spider-Sense Spider-Man 8.00 ... 1.75
Tombstone ... 12.00 ... 3.00
Venom (Jaw-Chomping Action) ... 10.00 ... 2.50
Venom II (Removable Symbiotic Mask) ... 14.00 ... 3.75

Scorpion Spider Slayer (with Spider-Man figure) ... 15.00 ... 4.00
Sky Commando Action Set 15.00 ... 4.00
Smythe Battle Chair Attack Vehicle ... 12.00 ... 3.00
Spider-Man Bump & Go Webcycle ... 10.00 ... 2.25
Spider-Man Electronic Web Shooter ...
Spider-Man Rip 'N Rev Cycle ...
Spider-Man Web Blaster ...
Spider-Man Web Trax 4x4 (remote control) ...
Spider-Man Web Van ...
Spider-Man's Web Cycle (remote control)
Spider Wars Crime Central Playset ...
Spider-Man vs. Human Torch (two-pack) ... 25.00 ... 6.00
Spider-Man vs. The Thing (two-pack) ... 25.00 ... 6.00
Spider-Man Wheelie Cycle 18.00 ... 4.00
Tri-Spider Slayer ... 18.00 ... 4.00
Venom Assault Racer ... 18.00 ... 4.00
Venom Saga 4-pack (Octo Spider-Man, Venom II, Kingpin, Black Costume Spider-Man) ... 30.00 ... 7.00

## SPIDER-MAN ANIMATED SERIES ARACHNOPHOBIA (6-INCH)

### TOY BIZ (1996-CURRENT)

Man-Lizard ... 12.00 ... 3.00

# LI'L SHOT

## PENGUIN

### Batman Animated Series

### Current prices: $90.00/$20.00

Vulture ... 10.00 ... 2.25
Web Cannon Spider-Man 9.00 ... 1.75
Web Lair Spider-Man (Kay-Bee exclusive) ... 12.00 ... 3.00
Web Trap Spider-Man (Kay-Bee exclusive) ... 12.00 ... 3.00

## SPIDER-MAN ANIMATED SERIES (VEHICLES & ACCESSORIES)

### TOY BIZ (1994-CURRENT)

8-Inch Mega Armor Spider-Man ... 15.00 ... 4.00
8-Inch Mega Armor Venom (with Venom figure) ...
12-inch Mary Jane Doll with removable costume ... 55.00 ... 13.50
12-inch Spectacular Spider-Man Doll with reversable (Scarlet Spider) costume ... 30.00 ... 7.00
12-inch Spider-Man Doll with removable costume ... 32.00 ... 7.00
15-Inch Electronic Talking Spider-Man ...
15-Inch Electronic Talking Venom ...
Daily Bugle Playset ... 28.00 ... 6.00
Electronic Talking Spider-Man (14-inch) ... 25.00 ... 6.00
Electronic Talking Venom (14-inch) ... 20.00 4.00
Hobgoblin Wing Bomber 20.00 5.00
Marvel's Famous Couples (Peter Parker Spider-Man & Mary Jane; 24,000 ed.) ... 25.00 ... 6.25
Mega Armor Spider-Man 10.00 ... 2.25

Spider-Goblin ... 12.00 ... 3.00
Vampider ... 12.00 ... 3.00

## SPIDER-MAN ANIMATED SERIES MAXIMUM CARNAGE

### TOY BIZ (1994)

Carnage (5-inch) ... 12.00 ... 3.00
Carnage (10-inch) ... 20.00 ... 5.00
Carnage vs. Spider-Man 25.00 ... 6.00
Carnage vs. Venom ... 25.00 ... 6.00
Triple Threat (Carnage, Spider-Man, Venom) ... 30.00 ... 7.00

## SPIDER-MAN ANIMATED SERIES VAMPIRE WARS

### TOY BIZ (1996)

Air-Attack Spider-Man ... 8.00 ... 1.75
Anti-Vampire Spider-Man 8.00 ... 1.75
Blade-Vampire Hunter ... 10.00 ... 2.25
Morbius Unbound ... 8.00 ... 1.75
Vampire Spider-Man ... 8.00 ... 1.75

## SPIDER-MAN ANIMATED SERIES: ELECTRO SPARK

### TOY BIZ (1997)

Captain America ... 10.00 ... 2.25
Electro ... 8.00 ... 1.75
Electro Shock Spider-Man 8.00 ... 1.75
Electro Spark Spider-Man 8.00 ... 1.75
Steel Shock Spider-Man ... 8.00 ... 1.75

## VENOM: PLANET OF THE SYMBIOTES

### TOY BIZ (1996)

Hybrid ... 12.00 ... 3.00
Hybrid (repaint: blue body) ...
Lasher ... 12.00 ... 3.00
Lasher (repaint: gray body, black limbs) ...
Riot ... 12.00 ... 3.00
Riot (repaint: gray body with red trim) ...
Scream ... 12.00 ... 3.00
Venom—The Madness ... 12.00 ... 3.00
Venom—The Madness (repaint: green body) ...

# STAR TREK

## CLASSIC STAR TREK MOVIE SERIES

### PLAYMATES (1995-1996)

Admiral Kirk ... 12.00 ... 3.00
Commander Kruge ... 8.00 ... 1.75
Commander Spock ... 10.00 ... 2.25
Dr. McCoy ... 8.00 ... 1.75
General Chang ... 8.00 ... 1.75
Khan ... 8.00 ... 1.75
Lieutenant Saavik ... 8.00 ... 1.75
Lieutenant Sulu ... 8.00 ... 1.75
Lieutenant Uhura ... 15.00 ... 3.75
Martia ... 15.00 ... 3.75

## CLASSIC STAR TREK (VEHICLES & ACCESSORIES)

### PLAYMATES (1995-1996)

Classic Collector Figure Set (Toys R Us exclusive, numbered) 45.00 ... 12.00
Classic Communicator ... 70.00 ... 24.00
Classic Phaser ... 22.00 ... 4.00
Classic Tricorder ... 20.00 ... 5.00
Dr. McCoy's Medical Kit 20.00 ... 5.00
Galileo Shuttlecraft (with Kirk figure) ... 30.00 ... 7.00
Starfleet Phaser ... 20.00 ... 4.00
Starfleet Wrist Communicator ... 20.00 ... 4.00
Talk Back Classic Communicator ... 20.00 ... 4.00
U.S.S. Enterprise NCC-1701 ... 20.00 ... 5.00
U.S.S. Excelsior NCC-2000 ... 28.00 ... 6.00

## STAR TREK (8-INCH)

### MEGO (1974-1976)

Andorian ... 450.00 ... 185.00
Capt. Kirk ... 65.00 ... 25.00
Capt. Kirk (6 fig. card) 65.00 ... 25.00
Cheron ... 200.00 ... 85.00
Dr. McCoy (Bones) ... 150.00 ... 55.00
Dr. McCoy (Bones; 6 fig. card) ... 150.00 ... 55.00
The Gorn ... 250.00 ... 110.00
The Keeper ... 225.00 ... 80.00
Klingon ... 60.00 ... 25.00
Klingon (6 fig. card) ... 60.00 ... 25.00
Lt. Uhura ... 125.00 ... 55.00
Mr. Scott (Scotty) ... 125.00 ... 55.00
Mr. Scott (Scotty; 6 fig. card) ... 150.00 ... 55.00
Mr. Spock ... 50.00 ... 25.00
Mr Spock (6 fig. card) 60.00 ... 20.00
Mugato ... 400.00 ... 185.00
Neptunian ... 250.00 ... 115.00
The Romulan ... 800.00 ... 400.00
Talos ... 350.00 ... 175.00

## STAR TREK (8-INCH) (VEHICLES & ACCESSORIES)

### MEGO (1974-1976)

Command Communication Console ... 125.00 ... 45.00
Communicators ... 125.00 ... 45.00
Mission to Gamma VI 600.00 ... 250.00
Phaser Battle Game ... 500.00 ... 180.00
Star Trekulator ... 100.00 ... 34.00
Super Phaser II Target Game ... 40.00 ... 11.00
Tricorder ... 175.00 60.00
U.S.S. Enterprise Action Playset (Bridge) ... 175.00 ... 70.00

## STAR TREK

### PLAYMATES (1995-1997)

Admiral William T. Riker from "All Good Things" ... 10.00 ... 2.00
Borg (Interstellar Action series) ... 18.00 ... 4.50
Captain Benjamin Sisko (with goatee) ... 8.00 ... 1.75
Captain Christopher Pike from "The Cage" ... 12.00 ... 3.00

# the Wizard ACTION FIGURE Price Guide

Capt. Crusher from "All Good Things" ●●
Captain James T. Kirk wearing Captain's Casual Attire ..... 15.00 ... 4.00
Captain Jean-Luc Picard from "Tapestry" (limited edition: 1,701) ..... 600.00 ... 250.00
Captain Kirk from "Thalian Web" ..... 8.00 ... 1.75
Captain Kurn ..... 8.00 ... 1.75
Captain Picard as Galen .. 8.00 . 1.75
Christine Chapel . . . .. 8.00 ... 1.75
Commander Benjamin Sisko from "Crossover" ..... 8.00 ... 1.75
Commander Benjamin Sisko (video game mail-in offer) ..... — ..... 70.00
Counselor Deanna Troi as Durango (Holodeck series) ... 10.00 ... 2.25
Dr. Beverly Crusher in 1940s Attire (Holodeck series) . 10.00 . 2.25
Dr. Beverly Crusher in Duty Uniform ..... 10.00 ... 2.25
Dr. Crusher from "Generations" ..... 20.00 ... 4.00
Dr. Katherine Pulaski ... 10.00 ... 2.25
Dr. McCoy in Dress Uniform 8.00 ... 1.75
Elim Garak ..... 8.00 ... 1.75
Geordi LaForge from "All Good Things" ..... 9.00 ... 2.00
Gorn Captain from "Arena" 8.00 ... 1.75
Grand Nagus Zek ..... 12.00 . 3.00
Harry Mudd ..... 8.00 . 1.75
The Hunter of the Task 20.00 .. 4.00
Jem'Hadar ..... 8.00 ... 1.75
Lieutenant (JG) Reginald Barclay from "Projections" (limited edition 3,000) ..... 300.00 ... 100.00
Lieutenant (JG) Geordi LaForge (Interstellar Action series) 15.00 ... 3.75
Lieutenant Jadzia Dax from "Blood Oath" ..... 12.00 ... 3.00
Lt. Commander Montgomery Scott from "Where No Man Has Gone Before" (limited edition 10,000, Spencer Gifts in Huntsville, Ala., convention exclusive) ..... 80.00 35.00
Lt. Commander Worf (in Deep Space Nine Uniform) ..... 8.00 ... 1.75
Lt. Commander Worf from "All Good Things" ..... 8.00 ... 1.75
Lt. Hikaru Sulu from "Where No Man Has Gone Before" (limited edition 10,000, Spencer Gifts in Huntsville, Ala., convention exclusive) ..... 80.00 ... 35.00
Lt. Natasha Yar from "Yesterday's Enterprise" limited edition 1,701) ..... 550.00 . 200.00
Mr. Spock from "The Cage 8.00 . 1.75
Mugatu ..... 8.00 ... 1.75
Professor Data from "All Good Things" ..... 8.00 ... 1.75
Security Chief Odo from "Necessary Evil" ..... 10.00 ... 2.00
Seska the Cardassian ... 8.00 ... 1.75
Sheriff Worf (from "A Fist Full of Datas," Holodeck series) ... 10.00 ... 2.00
The Talosian Keeper from "The Cage" ..... 10.00 . 2.25
The Traveler ..... 8.00 ... 1.75
Tom Paris from "Thresholds" ..... 8.00 1.75
Vash ..... 12.00 3.00
Vina, Orion Animal Woman from "The Cage" ..... 18.00 ... 4.50
Worf Governor of H'Atoria 8.00 . . 1.75
Yeoman Janice Rand ... 8.00 ... 1.75

## STAR TREK (VEHICLES & ACCESSORIES)

**PLAYMATES (1995-CURRENT)**

Starfleet Officers Collectors Set ..... 20.00 .. 5.00
Transwarping Starship Enterprise ..... 20.00 ... 5.00

## STAR TREK: DEEP SPACE NINE

**PLAYMATES (1993-1994)**

**Note: Six figures from this series shipped with either 6 backs or 7 backs, which refers to the number of figures pictured on the back of the cards. Both cards are worth the same.**

Captain Jean-Luc Picard in Star Trek Deep Space Nine Starfleet Uniform ..... 10.00 ... 2.25
Chief Miles O'Brien 10.00 . 2.00
Chief Miles O'Brien in Starfleet Dress Uniform ..... 8.00 ... 1.75
Chief Miles O'Brien in Starfleet Duty Uniform . 7.00 1.50
Cmdr. Benjamin Sisko ... 10.00 ... 2.50
Commander Benjamin Sisko in Starfleet Dress Uniform ..... 10.00 ... 2.25
Commander Gul Dukat 15.00 4.00
Dr. Julian Bashir .. 18.00 4.00
Dr. Julian Bashir in Starfleet Duty Uniform ..... 10.00 . 2.00
Jake Sisko ..... 12.00 .. 3.00
Lieutenant Jadzia Dax ... 15.00 ... 4.00
Lieutenant Jadzia Dax in Starfleet Duty Uniform ..... 10.00 .. 2.00
Lieutenant Thomas Riker in Star Trek: DS9 Starfleet Uniform ... 15.00 ... 4.00
Major Kira Nerys . 15.00 . 4.00
Mora ..... 14.00 ... 3.75
Odo ..... 10.00 2.25
Q in Star Trek: Deep Space Nine Starfleet Uniform ..... 12.00 .. 2.25
Quark ..... 12.00 .. 3.00
Rom (with Nog two-pack, Nog hidden) ..... 14.00 ... 3.75
Rom (with Nog two-pack, Nog showing) ..... 14.00 ... 3.75
Tosk ..... 15.00 ... 4.00
Vedek Bareil ..... 22.00 ... 5.00

## STAR TREK: DEEP SPACE NINE (VEHICLES & ACCESSORIES)

**PLAYMATES (1993-1994)**

Bajoran Phaser ..... 18.00 . . 4.00
Bajoran Tricorder ..... 18.00 . 4.00
Runabout Orinoco ..... 35.00 ... 7.00
Space Station DS9 ... 35.00 ... 7.00

## STAR TREK: STARFLEET ACADEMY

**PLAYMATES (1996-PRESENT)**

Cadet Captain Jean-Luc Picard ..... 12.00 ... 3.00
Cadet Commander William T. Riker ..... 12.00 ... 3.00
Cadet Geordi LaForge 12.00 ... 3.00
Cadet Lt. Cmdr. Worf ... 12.00 ... 3.00

## STAR TREK: THE NEXT GENERATION

**GALOOB (1988-89)**

Ambcan ..... 60.00 ... 13.00
Captain Jean-Luc Picard 18.00 . 4.00
Commander William Riker 15.00 .. 3.50
Ferengi ... 80.00 .. 20.00
Lt. Commander Data (blue face) ..... 150.00 ... 35.00
Lt. Commander Data (brown face) ..... 40.00 .. 10.00
Lt. Commander Data (flesh face) ..... 25.00 ... 5.50
Lt. Commander Data (speckled face) ..... 40.00 ... 10.00
Lt. Geordi LaForge . 15.00 .. 3.50
Lt. Tasha Yar . .. 25.00 5.50
Lt. Worf ..... 15.00 ... 3.50
Q ..... 80.00 ... 20.00
Selay ..... 60.00 ... 13.00

## STAR TREK: THE NEXT GENERATION (VEHICLES & ACCESSORIES)

**GALOOB (1988-89)**

Die-Cast Enterprise . 50.00 11.00
Ferengi Fighter . . 75.00 17.00
Galileo Shuttlecraft . 75.00 17.00
Phaser ..... 50.00 . 11.00

## STAR TREK: THE NEXT GENERATION

**PLAYMATES (1992-1996)**

Admiral McCoy (2nd series) 8.00 1.75
Ambassador Sarek (3rd series) ..... 10.00 . 2.25
Ambassador Spock (2nd series, with card) 10.00 .. 2.25
Ambassador Spock (3rd series, with SkyCaps) ... 15.00 2.25
Borg (1st series) . 25.00 6.00
Borg (1st series, reversed photo) ..... 35.00 ... 6.00
Borg (2nd series; chrome arm, with card) ..... 15.00 3.00
Borg (2nd series, gold/black, with card) ..... 15.00 ... 4.00
Borg (3rd series, with SkyCaps) ..... 20.00 ... 5.00
Cadet Wesley Crusher (2nd series, with card) ..... 15.00 ... 4.00
Cadet Wesley Crusher (3rd series, with SkyCaps) .. 18.00 .. 4.00
Captain Jean-Luc Picard (1st series) ..... 20.00 ... 5.00
Captain Jean-Luc Picard (1st series, with card) 22.00 . 5.00
Captain Jean-Luc Picard (2nd series; in 2nd Season Uniform, with card) ..... 12.00 ... 3.00
Captain Jean-Luc Picard (2nd series, in 2nd Season Uniform, with SkyCaps) ..... 15.00 ... 3.00
Captain Jean-Luc Picard as Dixon Hill (2nd series) . 15.00 4.00
Captain Picard as a Romulan (2nd series) ..... 15.00 .. 4.00
Captain Picard in Duty Uniform (2nd series) ..... 15.00 ... 4.00
Commander William T. Riker in Second Season Uniform (3rd series, with SkyCaps) 20.00 4.00
Counselor Deanna Troi (1st series) ..... 25.00 5.00
Counselor Deanna Troi (3rd series, with SkyCaps) ..... 25.00 ... 5.00
Dathon (2nd series, with card) 20.00 5.00
Dathon (3rd series, with SkyCaps) ..... 70.00 ... 5.00
Dr. Beverly Crusher (2nd series, with card) ..... 15.00 ... 3.00
Dr. Beverly Crusher (3rd series, with SkyCaps) 20.00 3.00
Dr. Beverly Crusher in Starfleet Duty Uniform (3rd series) 10.00 2.25
Dr. Noonian Soong (2nd series, 7th season with SkyCaps) 15.00 ... 4.00
Dr. Noonian Soong (3rd series) 15.00 4.00
Ensign Ro Laren (2nd series, 7th season with SkyCaps) ... 38.00 . 10.50
Ensign Ro Laren (3rd series) ..... 22.00 ... 5.25
Ensign Wesley Crusher (2nd series) 15.00 4.00
Esogg (2nd series) ... 75.00 ... 22.00
Klingon Warrior Worf (3rd series, with SkyCaps) ..... 20.00 ... 5.00
Lieutenant (JG) Geordi La Forge (2nd series) 15.00 . 4.00
Lieutenant (JG) Worf (2nd series, with card) ..... 18.00 ... 4.00
Lieutenant (JG) Worf (3rd series, with SkyCaps) ..... 15.00 ... 3.00
Lt. Barclay (2nd series) 15.00 4.00
Lt. Cmdr. Data (1st series) 15.00 4.00
Lieutenant Commander Data as a Romulan (2nd series 10.00 2.25
Lt. Cmdr. Data as seen in "Redemption" (2nd series) ..... 250.00 ... 135.00
Lt. Cmdr. Data in Dress Uniform (2nd series) 20.00 5.00
Lt. Cmdr. Data in Dress Uniform (3rd series, with SkyCaps) 15.00 5.00
Lt. Cmdr. Data in First Season Uniform (2nd series, w/card) 20.00 .. 4.00
Lt. Cmdr. Data in First Season Uniform (3rd series, w/SkyCaps) 20.00 ... 4.00
Lt. Cmdr. Data in 1940s Attire (Holodeck series) (3rd series) 15.00 4.00
Lt. Cmdr. Data in Movie Uniform (3rd series) 15.00 4.00
Lt. Cmdr. Deanna Troi (2nd series, with card) ..... 20.00 ... 5.00
Lt. Cmdr. Deanna Troi in 6th Season Uniform (2nd series, with green or light purple outfit) ..... 18.00 ... 4.00
Lt. Cmdr. Geordi La Forge (permanent visor) (1st series) ... 15.00 4.00
Lt. Cmdr. Geordi La Forge (removable visor) (1st series) 30.00 8.00
Lt. Cmdr. Geordi La Forge in Dress Uniform (2nd series, w/card) 20.00 5.00
Lt. Cmdr. Geordi La Forge in Dress Uniform (3rd series, w/SkyCaps) ..... 20.00 ... 5.00
Lt. Cmdr. Geordi La Forge (as Tarchannen III Alien) (2nd series) 12.00 ... 3.00
Lt. Cmdr. Geordi LaForge in Movie Uniform (3rd series) 10.00 2.25
Lt. Natasha Yar (3rd series) ..... 12.00 3.00
Lt. Thomas Riker (2nd series) ..... 250.00 90.00
Lt. Worf (1st series) ... 20.00 ... 5.00
Lt. Worf in Starfleet Rescue Outfit (2nd series) 20.00 5.00
Lt. Worf in Ritual Klingon Attire (Holodeck series) (3rd series) 20.00 .. 5.00
Locutus (2nd series, w/card) ..... 18.00 ... 4.00
Locutus (3rd series, with SkyCaps) ..... 20.00 4.00
Lore (2nd series, w/card) 15.00 ... 4.00
Lore (3rd series, with SkyCaps) ..... 15.00 ... 4.00
Lwaxana Troi (3rd series) 10.00 2.25
Mordock the Benzite (2nd series, with card) ..... 15.00 ... 4.00
Mordock the Benzite (3rd series, with SkyCaps) ..... 20.00 ... 4.00
The Nausicaan (3rd series) ..... 15.00 . 4.00
Q (2nd series, with card) 15.00 4.00
Q (3rd series, with SkyCaps) ..... 20.00 ... 4.00
Q in Judge's Robe (2nd series) ..... 22.00 ... 2.25
Romulan (1st series) ... 28.00 ... 5.50
Vorgon (2nd series, w/card) ..... 20.00 . 5.00
Vorgon (3rd series, with SkyCaps) ..... 40.00 . 5.00

## STAR TREK: THE NEXT GENERATION (VEHICLES & ACCESSORIES)

**PLAYMATES (1992-1996)**

7th Anniversary Gala Starship Enterprise NCC-1701-D .. 75.00 25.00
Borg Ship . 40.00 11.00
Bridge Playset 100.00 35.00
Communicator Walkie Talkies ..... 30.00 7.50
Klingon Attack Cruiser 40.00 11.00
Klingon Bird-of-Prey . 40.00 11.00
Personal Communicator Pin ..... 15.00 ... 4.00
Phaser Rifle ..... 40.00 ... 11.00
Romulan Warbird ..... 40.00 ... 11.00
Shuttlecraft Goddard 35.00 8.00
Shuttle Runabout 40.00 11.00
Space Talk Starship Enterprise NCC-1701-D ..... 30.00 ... 7.00
Starfleet Officers Collectors Set (includes Commander Sisko, Major Nerys, Capt. Kirk, Mr. Spock, Capt. Picard, Commander Riker) ..... 30.00 ... 6.00
Starship Enterprise Glider 20.00 ... 5.00

# BIG SHOT

## SHERIFF WORF, MEGO KLINGON & CAPT. KURN

## Star Trek (Playmates)/Star Trek (Mego)

**Playmates has gone where no other toy company has gone before. Unlike the defunct Mego Corp., ERTL and Galoob, Playmates has been able to develop an ultra-successful line of Star Trek action figures. How the heck did it do that? Well, for one thing, instead of over-producing multiple versions of Kirk and Picard, Playmates has made sure to include a mix of aliens like the Mugatu and the Gorn, as well as classic, but obscure, characters like Edith Keeler and Harry Mudd. To appeal to collectors, Playmates has recently announced that the company will be offering one "limited edition" figure in each wave of future Star Trek offerings. Some collectors might be frustrated that they won't be able to easily find their favorite characters, but Playmates has sparked more interest in an already popular line.**

Captain Jean-Luc Picard as Locutus (Holodeck series) (3rd series) ..... 15.00 ... 4.00
[Captain] Jean-Luc Picard in "All Good Things" (3rd series) 18.00 ... 4.75
Captain Scott (2nd series, with card) ..... 10.00 2.25
Captain Scott (3rd series, with SkyCaps) ..... 8.00 ... 2.25
Commander Riker as a Malcorian (2nd series) ..... 12.00 ... 3.00
Commander Selar (2nd series, with card) ..... 18.00 5.00
Commander Selar (3rd series, with SkyCaps) ..... 20.00 ... 5.00
Commander William T. Riker (1st series) ..... 20.00 .. 5.00
Commander William T. Riker in Second Season Uniform (2nd series, with card) ..... 20.00 ... 4.00
Ferengi (1st series, black on boots) ..... 30.00 ... 8.50
Ferengi (1st series, no black on boots) ..... 35.00 . 10.00
Gowron the Klingon (1st series, with all silver buckles) . 35.00 . 10.00
Gowron the Klingon (1st series, with gold trim on buckles) 35.00 8.00
Gowron in Ritual Klingon Attire (2nd series) ..... 40.00 ... 11.00
Guinan (2nd series, w/card) ..... 15.00 ... 4.00
Guinan (3rd series, with SkyCaps) 20.00 4.00
Hugh Borg (2nd series) 20.00 ... 5.00
K'Ehleyr (2nd series, with card) ..... 20.00 . 5.00
K'Ehleyr (3rd series, with SkyCaps) ..... 22.00 ... 5.00
Klingon Warrior Worf (2nd series, with card) ..... 20.00 ... 5.00

Starship Enterprise NCC-1701-D 40.00 11.00
Transporter 35.00 8.00
Transwarping Starship Enterprise 20.00 5.00
Tricorder 50.00 10.00
Type 1 Phaser 25.00 5.00

### STAR TREK: VOYAGER
**PLAYMATES (1995-1996)**
B'Elanna Torres The Klingon 10.00 2.25
Capt Kathryn Janeway 10.00 2.25
Chakotay The Maquis 8.00 1.75
Commander Chakotay 8.00 1.75
The Doctor 12.00 3.00
Ensign Harry Kim (with phaser, but phaser referred to as "Tricorder" on pack age) 9.00 1.75
Ensign Harry Kim (with Tricorder) 10.00 2.50
Ensign Seska 8.00 1.75
The Kazon 8.00 1.75
Kes The Ocampa 10.00 2.25
Lt. B'Elanna Torres 10.00 2.25
Lieutenant Carey 8.00 1.75
Lieutenant Tom Paris 8.00 1.75
Lieutenant Tuvok 8.00 1.75
Neelix the Talaxian 8.00 1.75
The Vidiian 8.00 1.75

### STAR TREK: VOYAGER (VEHICLES & ACCESSORIES)
**PLAYMATES (1995-1996)**
U.S.S. Voyager 40.00 11.00

## STAR TREK MOVIES

### STAR TREK: THE MOTION PICTURE
**MEGO (1979)**
Arcturian 150.00 55.00
Betelgeusian 175.00 65.00
Captain Kirk 35.00 15.00
Decker 35.00 15.00
Dr. McCoy 35.00 15.00
Ilia 35.00 15.00
Klingon 150.00 55.00
Megaite 175.00 65.00
Mr. Spock 35.00 15.00
Rigelian 175.00 65.00
Scotty 35.00 15.00
Zaranite 150.00 55.00

### STAR TREK: THE MOTION PICTURE (12-INCH DOLLS)
**MEGO (1979)**
Arcturian 75.00 35.00
Captain Kirk 60.00 25.00
Decker 125.00 50.00
Ilia 50.00 20.00
Klingon 100.00 40.00
Mr. Spock 55.00 25.00

### STAR TREK: THE MOTION PICTURE (VEHICLES & ACCESSORIES)
**MEGO (1979-80)**
Klingon Cruiser 125.00 45.00
U.S.S. Enterprise 125.00 45.00
U.S.S. Enterprise Bridge 125.00 45.00
Vulcan Shuttle 125.00 45.00
Wrist Communicators 150.00 55.00

### STAR TREK III: THE SEARCH FOR SPOCK
**ERTL (1984)**
Captain Kirk 30.00 7.00
Klingon Leader 30.00 7.00
Mr. Spock 30.00 7.00
Scotty 30.00 7.00

### STAR TREK V: THE FINAL FRONTIER
**GALOOB (1989)**
Captain Kirk 50.00 12.00
Dr. McCoy 50.00 12.00
Klaa 50.00 12.00
Spock 50.00 12.00
Sybok 50.00 12.00

### STAR TREK: GENERATIONS
**PLAYMATES (1994)**
Admiral James T. Kirk 20.00 5.00
B'Etor 20.00 5.00
Captain James T. Kirk in Spacesuit 20.00 5.00
Captain Jean-Luc Picard 12.00 3.00
Commander Deanna Troi 12.00 3.00
Dr. Beverly Crusher 12.00 3.00
Dr. Soran 12.00 3.00
Guinan 10.00 2.25
Lieutenant Cmdr. Data 10.00 2.25
Lt. Cmdr. Geordi LaForge 8.00 1.75
Lt. Cmdr. William Riker 8.00 1.75
Lt. Cmdr. Worf 8.00 1.75
Lt. Cmdr. Worf in 19th Century Outfit 10.00 2.25
Lursa 20.00 5.00
Montgomery Scott 35.00 7.00
Pavel A. Chekov 40.00 7.00

### STAR TREK: GENERATIONS (VEHICLES & ACCESSORIES)
**PLAYMATES (1994-1995)**
Engineering Playset 25.00 6.25
Klingon Bird-of-Prey 40.00 11.00
Klingon Disruptor 15.00 4.00
Starfleet Communicator 8.00 1.75
Starship Enterprise NCC-1701-B 125.00 40.00
U.S.S. Starship Enterprise NCC-1701-D with Battle Damage 30.00 7.00

### STAR TREK: FIRST CONTACT
**PLAYMATES (1996-1997)**
The Borg 10.00 2.50
Captain Jean-Luc Picard 8.00 1.75
Captain Picard in Starfleet Spacesuit 12.00 3.00
Cmdr. William T. Riker 8.00 1.75
Commander Deanna Troi 9.00 2.00
Dr. Beverly Crusher 9.00 2.00
Lt. Commander Data 8.00 1.75
Lt. Cmdr. Geordi LaForge 8.00 1.75
Lt. Commander Worf 9.00 2.00
Lily Sloane 10.00 2.50
Zefram Cochrane 12.00 3.00

### STAR TREK: FIRST CONTACT (VEHICLES & ACCESSORIES)
**PLAYMATES (1996-1997)**
Borg Ship 35.00 8.75
Phoenix Warp Drive Ship 35.00 8.75
Starfleet Type II Phaser 18.00 4.50
U.S.S. Enterprise NCC-1701-E 35.00 8.75

## STAR WARS COLLECTION
*All series are listed chronologically*

### STAR WARS
**KENNER (1977-1979)**
**NOTE: 12 back, 20/21 back, etc. refers to the number of figures that appear on the back of the card.**

Ben (Obi-Wan) Kenobi (gray hair, 12 back) 195.00 15.00
Ben (Obi-Wan) Kenobi (gray hair, 20/21 back) 100.00 15.00
Ben (Obi-Wan) Kenobi (white hair, 12 back) 195.00 15.00
Ben (Obi-Wan) Kenobi (white hair, 20/21 back) 100.00 15.00
Boba Fett (20/21 back) 500.00 35.00
C-3PO (12 back) 140.00 15.00
C-3PO (20/21 back) 90.00 15.00
Chewbacca ("Early Bird" green crossbow) — 50.00
Chewbacca (12 back) 190.00 14.00
Chewbacca (20/21 back) 100.00 14.00
Darth Vader (12 back) 190.00 15.00
Darth Vader (20/21 back) 100.00 15.00
Death Squad Commander (12 back) 165.00 15.00
Death Squad Commander (20/21 back) 85.00 15.00
Death Star Droid (20/21 back) 120.00 12.00
Greedo (20/21 back) 110.00 12.00
Hammerhead (20/21 back) 110.00 12.00
Han Solo (large head, 12 back) 475.00 35.00
Han Solo (large head, 20/21 back) 325.00 35.00
Han Solo (small head, 12 back) 475.00 30.00
Jawa (12 back) 160.00 16.00
Jawa (20/21 back) 80.00 16.00
Jawa (with plastic cape) 1,300.00 350.00
Luke Skywalker ("Early Bird," Telescoping Lightsaber) — 125.00
Luke Skywalker (blonde hair, 12 back) 310.00 35.00
Luke Skywalker (blonde hair, 20/21 back) 165.00 35.00
Luke Skywalker (brown hair, 12 back) 200.00 25.00
Luke Skywalker (X-Wing pilot, 20/21 back) 120.00 18.00
Power Droid (20/21 back) 115.00 15.00
Princess Leia Organa (12 back) 300.00 10.00
Princess Leia Organa (20/21 back) 190.00 10.00
R2-D2 (12 back) 150.00 15.00
R2-D2 (20/21 back) 95.00 15.00
R5-D4 (20/21 back) 110.00 22.00
Sand People (Tusken Raider) (12 back) 190.00 18.00
Sand People (Tusken Raider) (20/21 back) 115.00 18.00
Snaggletooth (20/21 back) 120.00 15.00
Snaggletooth (blue clothes, loose only, came in Sears exclusive "Cantina Adventure Set") — 110.00
Stormtrooper (12 back) 195.00 30.00
Stormtrooper (20/21 back) 120.00 30.00
Walrus Man (20/21 back) 110.00 18.00

### STAR WARS (MULTI-PACKS)
**KENNER (1977-1979)**
CREATURE SET: Hammerhead, Walrus Man, Greedo 500.00 60.00
HERO SET: Han Solo, Princess Leia, Ben (Obi-Wan) Kenobi 500.00 60.00
HERO SET 2: Luke Skywalker (X-Wing pilot), Ben (Obi-Wan) Kenobi 500.00 60.00
VILLAIN SET: Darth Vader, Stormtrooper, Death Squad Cmdr. 500.00 30.00
VILLAIN SET 2: Tusken Raider, Boba Fett, Snaggletooth 500.00 60.00
ANDROID SET: C-3PO, R2-D2, Chewbacca 400.00 30.00
ANDROID SET 2: R5-D4, Death Star Droid, Power Droid 500.00 60.00

### STAR WARS (VEHICLES & ACCESSORIES)
**KENNER (1977-1979)**
Action Display Stand (mail-in) 210.00 80.00
Cantina Adventure Set (with figures, Sears exclusive) 510.00 145.00
Collector's Case (vinyl) 25.00 5.00
Creature Cantina Action Playset 175.00 65.00
Darth Vader's TIE Fighter 125.00 45.00
Darth Vader's TIE Fighter (Collector's Edition) 60.00 20.00
Darth Vader's TIE Fighter (with Battle Scene) 600.00 250.00
Death Star Space Station 210.00 80.00
Droid Factory 150.00 55.00
Early Bird Package 400.00 145.00
Early Bird Package (with 4 original figures) 600.00 280.00
Imperial TIE Fighter 150.00 55.00
Imperial Troop Transporter 125.00 45.00
Jawa Sandcrawler (radio-controlled) 525.00 120.00
Land Speeder (Collector Series) 30.00 7.00
Land Speeder 75.00 20.00
Land of the Jawas Playset 150.00 50.00
Laser Pistol 125.00 34.00
Millennium Falcon 310.00 95.00
Patrol Dewback 75.00 7.50
Patrol Dewback (Collector Series) 40.00 7.50
Radio-Controlled R2-D2 100.00 34.00
Radio-Controlled R2-D2 (with Adventure Obstacle) 375.00 135.00
Sonic Controlled Land Speeder (JC Penney exclusive) 535.00 185.00
Survival Kit (mail-in) 25.00 6.00
Three Position Laser Rifle 160.00 60.00
X-Wing Fighter 150.00 55.00

### STAR WARS (12-INCH DOLLS)
**KENNER (1979-80)**
Artoo-Detoo (R2-D2) 150.00 45.00
Ben (Obi-Wan) Kenobi 290.00 155.00
Boba Fett 335.00 152.00
Chewbacca 150.00 55.00
Darth Vader 190.00 85.00
Han Solo 500.00 210.00
IG-88 (Bounty Hunter) 600.00 250.00
Jawa 225.00 90.00
Luke Skywalker 290.00 160.00
Princess Leia Organa 250.00 110.00
See-Threepio (C-3PO) 125.00 45.00
Stormtrooper 300.00 110.00

### STAR WARS: THE EMPIRE STRIKES BACK
**KENNER (1980)**
2-1B 40.00 10.00
4-LOM 115.00 14.00
AT-AT Commander 40.00 10.00
AT-AT Driver 40.00 10.00
Ben (Obi-Wan) Kenobi (gray hair) 75.00 15.00
Ben (Obi-Wan) Kenobi (white hair) 75.00 15.00
Bespin Security Guard (black) 60.00 10.00
Bespin Security Guard (white) 60.00 10.00
Boba Fett 225.00 35.00
Bossk 60.00 20.00
C-3PO 65.00 15.00
C-3PO (with removable limbs) 50.00 8.00
Chewbacca 65.00 14.00
Cloud Car Pilot 50.00 15.00
Darth Vader 60.00 15.00
Death Squad Commander 60.00 15.00
Death Star Droid 110.00 12.00
Dengar 40.00 10.00
FX-7 50.00 8.00
Greedo 90.00 12.00
Hammerhead 90.00 12.00
Han Solo (large head) 190.00 35.00
Han Solo (small head) 500.00 30.00
Han Solo (Bespin) 75.00 15.00
Han Solo (Hoth outfit) 70.00 15.00
IG-88 65.00 15.00
Imperial Commander 40.00 10.00
Imperial Snow Trooper 50.00 14.00
Jawa 65.00 16.00
Lando Calrissian (with teeth) 50.00 12.00
Lando Calrissian (without teeth) 40.00 10.00
Lobot 35.00 8.00
Luke Skywalker (blond hair) 165.00 35.00
Luke Skywalker (brown hair) 165.00 25.00
Luke Skywalker (Bespin fatigues, close-up) 110.00 25.00
Luke Skywalker (Bespin fatigues, white background shot) 130.00 25.00
Luke Skywalker (Hoth outfit) 75.00 15.00
Luke Skywalker (X-Wing pilot) 100.00 18.00
Power Droid 110.00 15.00
Princess Leia 165.00 10.00
Princess Leia (Bespin gown, crew neck, frontal card shot) 90.00 18.00
Princess Leia (Bespin gown, crew neck, profile card shot) 100.00 18.00
Princess Leia (Bespin gown, turtleneck, frontal card shot) 90.00 16.00
Princess Leia (Bespin gown, turtleneck, profile card shot) 100.00 16.00
Princess Leia (Hoth outfit) 50.00 16.00
R2-D2 50.00 15.00
R2-D2 (with Sensor Scope) 50.00 10.00
R5-D4 150.00 25.00
Rebel Commander 40.00 10.00
Rebel Snow Soldier 40.00 10.00
Snaggletooth 90.00 15.00
Stormtrooper 70.00 30.00
TIE Fighter Pilot 75.00 16.00
Tusken Raider (Sand People) 60.00 18.00
Ugnaught 45.00 10.00
Walrus Man 90.00 18.00
Yoda (with brown snake) 100.00 25.00
Yoda (with orange snake) 60.00 20.00
Zuckuss 50.00 10.00

### STAR WARS: THE EMPIRE STRIKES BACK (MINI-RIGS)
**KENNER (1980)**
CAP-2 (Captivator) 30.00 7.50
CAP-2 (with Bossk figure) 100.00 25.00
INT-4 (Interceptor) 25.00 5.00
INT-4 (with AT-AT Commander figure) 100.00 16.00
MLC-3 (Mobile Laser Cannon) 75.00 5.00
MLC-3 (with Rebel Commander figure) 100.00 16.00
MTV-7 (Multi-Terrain Vehicle) 25.00 5.00
MTV-7 (with AT-AT Driver figure) 100.00 16.00
PDT-8 (Personal Deployment Transport) 30.00 7.50
PDT-8 (w/2-1B figure) 100.00 16.00

### STAR WARS: THE EMPIRE STRIKES BACK (MULTI-PACKS)
**KENNER (1980)**
BESPIN ALLIANCE SET: Bespin Security Guard, Lando Calrissian, Luke Skywalker 400.00 36.00
BESPIN SET: Han Solo (Bespin outfit), Ugnaught, Lobot 400.00 36.00
BESPIN SET 2: C-3PO (rem. limbs), Ugnaught Cloud Car Pilot 375.00 20.00
HOTH REBELS SET: Han Solo, Rebel Soldier, FX-7 400.00 36.00
IMPERIAL FORCES: Stormtrooper, IG-88, Bossk 400.00 36.00
IMPERIAL SET: Imperial Commander, Dengar, AT-AT Driver 350.00 20.00
IMPERIAL SET 2: Zuckuss, AT-AT Driver, TIE Fighter Pilot 350.00 20.00
REBEL SET: 2-1B, Princess Leia (Hoth outfit), Rebel Commander 350.00 20.00

# LI'L SHOT

## THE THING
**Marvel Super Heroes: Cosmic Defenders**
**Current prices: $20.00/$5.00**

# the Wizard ACTION FIGURE Price Guide

REBEL SET 2: Princess Leia (Hoth outfit), R2-D2, Luke Skywalker (Hoth outfit) ... 400.00 ... 36.00

## STAR WARS: THE EMPIRE STRIKES BACK (SIX-PACKS)

**KENNER (1980)**

SET 1: Rebel Soldier, C-3PO, R2-D2, Han Solo (Hoth outfit), Darth Vader, Stormtrooper (Hoth outfit) ... 750.00 ... 65.00

SET 2: Darth Vader, Stormtrooper (Hoth outfit), AT-AT Driver, Rebel Soldier, IG-88, Yoda ... 600.00 ... 60.00

## STAR WARS: THE EMPIRE STRIKES BACK (VEHICLES & ACCESSORIES)

**KENNER (1980)**

AT-AT ... 250.00 ... 65.00
Action Figure Display Arena (mail-in) ... 125.00 ... 45.00
Cloud City Playset (Sears exclusive) ... 325.00 ... 110.00
Collector's Case (vinyl) ... 20.00 ... 5.00
Dagobah Playset ... 75.00 ... 25.00
Darth Vader Collector's Case ... 25.00 ... 5.00
Darth Vader Collector's Case (with IG-88, Bossk, Boba Fett) ... 125.00 ... 100.00
Darth Vader's Star Destroyer ... 160.00 ... 50.00
Droid Factory ... 175.00 ... 55.00
Electronic Laser Rifle ... 75.00 ... 25.00
Hoth Ice Planet Playset ... 125.00 ... 45.00
Hoth Wampa ... 50.00 ... 10.00
Imperial Attack Base ... 75.00 ... 25.00
Imperial Cruiser (Sears exclusive) ... 150.00 ... 55.00
Imperial TIE Fighter ... 150.00 ... 55.00
Imperial TIE Fighter (with Battle Damage) ... 135.00 ... 45.00
Jawa Sandcrawler (radio-controlled) ... 325.00 ... 120.00
Laser Pistol ... 100.00 ... 25.00
Millennium Falcon ... 210.00 ... 95.00
Patrol Dewback ... 45.00 ... 7.50
Radar Laser Cannon ... 25.00 ... 5.00
Rebel Armored Snowspeeder ... 125.00 ... 45.00
Rebel Armored Snowspeeder (with Rebel Soldier) ... 175.00 ... 65.00
Rebel Command Center ... 200.00 ... 75.00
Rebel Transport ... 125.00 ... 45.00
Scout Walker ... 90.00 ... 25.00
Slave 1 ... 150.00 ... 55.00
Slave 1 (with Battle Scene) ... 200.00 ... 75.00
Snowspeeder ... 90.00 ... 35.00
Survival Kit (mail-away) ... 25.00 ... 6.00
Tauntaun (open belly) ... 50.00 ... 12.00
Tauntaun (solid belly) ... 50.00 ... 15.00
Tri-Pod Laser Cannon ... 25.00 ... 5.00
Turret and Probot Playset ... 110.00 ... 35.00
Twin Pod Cloud Car ... 100.00 ... 40.00
Vehicle Maintenance Energizer ... 25.00 ... 5.00
Wampa ... 60.00 ... 20.00
X-Wing Battle Dmgd. ... 135.00 ... 35.00

## STAR WARS: RETURN OF THE JEDI

**KENNER (1983)**

2-1B ... 40.00 ... 10.00
4-LOM ... 25.00 ... 14.00
8D8 ... 30.00 ... 10.00
AT-AT Commander ... 25.00 ... 10.00
AT-AT Driver ... 30.00 ... 10.00
AT-ST Driver ... 22.00 ... 8.00
Admiral Ackbar ... 25.00 ... 10.00
B-Wing Pilot ... 20.00 ... 8.00
Ben (Obi-Wan) Kenobi (gray hair, blue lightsaber scene card) ... 45.00 ... 15.00
Ben (Obi-Wan) Kenobi (gray hair, yellow lightsaber scene card) ... 45.00 ... 15.00
Ben (Obi-Wan) Kenobi (white hair, blue lightsaber scene card) ... 45.00 ... 15.00
Ben (Obi-Wan) Kenobi (white hair, yellow lightsaber scene card) ... 45.00 ... 15.00
Bespin Security Guard (black) ... 40.00 ... 10.00
Bespin Security Guard (white) ... 40.00 ... 10.00
Bib Fortuna (brown cloak) ... 30.00 ... 10.00
Bib Fortuna (red cloak—prototype) ... 250.00
Biker Scout ... 30.00 ... 12.00
Boba Fett (desert scene card) ... 190.00 ... 35.00
Boba Fett (space shot card) ... 165.00 ... 35.00
Bossk ... 50.00 ... 10.00
C-3PO (with removable limbs) ... 40.00 ... 8.00
Chewbacca (crossbow scene card) ... 45.00 ... 14.00
Chewbacca (front profile card) ... 45.00 ... 14.00
Chief Chirpa ... 22.00 ... 10.00
Cloud Car Pilot ... 40.00 ... 15.00
Darth Vader (pointing scene card) ... 40.00 ... 15.00
Darth Vader (with lightsaber scene card) ... 45.00 ... 15.00
Death Star Droid ... 75.00 ... 12.00
Dengar ... 35.00 ... 10.00
Emperor ... 30.00 ... 10.00
Emperor's Royal Guard ... 30.00 ... 10.00
FX-7 ... 45.00 ... 8.00
Gammorean Guard ... 25.00 ... 8.00
General Madine ... 30.00 ... 8.00
Greedo ... 45.00 ... 12.00
Hammerhead ... 45.00 ... 12.00
Han Solo (large head, mouth is open scene card) ... 135.00 ... 35.00
Han Solo (large head, mouth is shut scene card) ... 150.00 ... 35.00
Han Solo (small head, mouth is open scene card) ... 175.00 ... 30.00
Han Solo (small head, mouth is open scene card) ... 100.00 ... 30.00
Han Solo (Bespin gear) ... 60.00 ... 15.00
Han Solo (Hoth outfit) ... 50.00 ... 15.00
Han Solo (in trench coat) ... 50.00 ... 14.00
IG-88 ... 55.00 ... 15.00
Imperial Commander ... 35.00 ... 10.00
Imperial Snow Trooper ... 35.00 ... 14.00
Jawa ... 35.00 ... 16.00
Klaatu ... 20.00 ... 8.00
Klaatu (Skiff Guard) ... 25.00 ... 10.00
Lando Calrissian (with teeth) ... 35.00 ... 12.00
Lando Calrissian (Skiff Guard) ... 50.00 ... 20.00
Lobot ... 25.00 ... 8.00
Logray ... 25.00 ... 8.00
Luke Skywalker (blond hair, hand on controls scene card) ... 130.00 ... 35.00
Luke Skywalker (blond hair, hand on knee scene card) ... 130.00 ... 35.00
Luke Skywalker (brown hair) ... 125.00 ... 25.00
Luke Skywalker (Bespin outfit) ... 75.00 ... 25.00
Luke Skywalker (Hoth battle gear) ... 40.00 ... 15.00
Luke Skywalker (Jedi Knight, blue lightsaber) ... 175.00 ... 58.00
Luke Skywalker (Jedi Knight, green lightsaber) ... 75.00 ... 40.00
Luke Skywalker (X-Wing Pilot) ... 75.00 ... 18.00
Lumat ... 30.00 ... 12.00
Nien Nunb ... 30.00 ... 8.00
Nikto ... 20.00 ... 10.00
Paploo ... 25.00 ... 12.00
Power Droid ... 65.00 ... 12.00
Princess Leia ... 335.00 ... 10.00
Princess Leia (Bespin gown, crew neck, frontal card shot) ... 75.00 ... 18.00
Princess Leia (Bespin gown, crew neck, profile card shot) ... 75.00 ... 18.00
Princess Leia (Bespin gown, turtleneck, frontal card shot) ... 85.00 ... 18.00
Princess Leia (Bespin gown, turtleneck, profile card shot) ... 75.00 ... 18.00
Princess Leia (Boushh outfit) ... 45.00 ... 16.00
Princess Leia (Hoth outfit) ... 40.00 ... 16.00
Princess Leia (in combat poncho) ... 45.00 ... 18.00
Prune Face ... 25.00 ... 8.00
R2-D2 (with Sensor Scope) ... 35.00 ... 10.00
R5-D4 ... 70.00 ... 25.00
Rancor Keeper ... 22.00 ... 8.00
Rebel Commander ... 22.00 ... 10.00
Rebel Commando ... 22.00 ... 10.00
Rebel Snow Soldier ... 35.00 ... 10.00
Ree Yees ... 25.00 ... 10.00
Snaggletooth ... 50.00 ... 18.00
Squid Head ... 32.00 ... 10.00
Star Destroyer Commander (a.k.a. "Death Squad Commander") ... 50.00 ... 12.00
Stormtrooper ... 45.00 ... 30.00
Sy Snootles and the Rebo Band (Droopy McCool, Max Rebo and Sy Snootles) ... 90.00 ... 20.00
Sy Snootles bandmember Droopy McCool (single loose figure) — ... 8.00
Sy Snootles bandmember Max Rebo (single loose figure) — ... 8.00
Sy Snootles bandmember Sy Snootles (single loose figure) — ... 8.00
TIE Fighter Pilot ... 55.00 ... 16.00
Teebo ... 30.00 ... 10.00
Tusken Raider (Sand People) ... 55.00 ... 18.00

## STAR WARS: RETURN OF THE JEDI (VEHICLES & ACCESSORIES)

**KENNER (1983)**

AT-AT (All Terrain Armored Transport) ... 195.00 ... 65.00
B-Wing Fighter ... 100.00 ... 34.00
Battle Damaged Imperial TIE Fighter ... 125.00 ... 45.00
Battle Damaged X-Wing Fighter ... 100.00 ... 34.00
Chewbacca Bandolier Strap ... 10.00 ... 3.00
Collector's Case (vinyl) ... 75.00 ... 5.00
Darth Vader Collector's Case ... 25.00 ... 5.00
Ewok Assault Catapult ... 20.00 ... 5.00
Ewok Combat Glider ... 20.00 ... 5.00
Ewok Village Action Playset ... 85.00 ... 25.00
Hoth Wampa ... 40.00 ... 10.00

# BIG SHOT

## IRON MAN & THOR

### Marvel Super Heroes (Toy Biz)

**When Toy Biz first got the Marvel license back in 1990, its initial efforts were, well...not too impressive. To save on production costs, the Biz used existing parts made by other companies, like Mattel, which produced the short-lived Secret Wars figures. "It was nothing we built," says Toy Biz Product Manager Jesse Falcon. "I'm pretty sure it was all tools that were in the Orient that we bought or bought usage of. Stuff like that happens all the time. In fact, we were going to buy the tools for LJN's Thundercats playset and use it as Dr. Doom's castle in our Fantastic Four line. We ended up not doing it, because the FF figures were so out of scale to the Thundercats and the playset was a massive three-foot-tall thing!"**

Ugnaught ... 35.00 ... 10.00
Walrus Man ... 50.00 ... 18.00
Weequay ... 25.00 ... 10.00
Wicket W. Warrick ... 25.00 ... 10.00
Yak Face (Triple Logo) ... 325.00 ... 140.00
Yoda (brown snake, sitting scene card) ... 55.00 ... 25.00
Yoda (brown snake, standing scene card) ... 50.00 ... 25.00
Zuckuss ... 35.00 ... 10.00

## STAR WARS: RETURN OF THE JEDI (MINI-RIGS)

**KENNER (1983)**

AST-5 ... 15.00 ... 4.00
CAP-2 ... 20.00 ... 7.50
Desert Sail Skiff ... 20.00 ... 5.00
Endor Forest Ranger ... 25.00 ... 6.00
INT-4 ... 20.00 ... 5.00
ISP-6 ... 20.00 ... 4.00
MLC-3 ... 20.00 ... 5.00
MTV-7 ... 20.00 ... 5.00
PDT-8 ... 20.00 ... 7.50
Imperial Shuttle ... 275.00 ... 90.00
Jabba the Hutt Action Playset (includes 2 figures and platform) ... 60.00 ... 13.00
Jabba the Hutt Dungeon Action Playset (includes EV-9D9, Amanaman & Barada) ... 325.00 ... 115.00
Jabba the Hutt Dungeon Action Playset (Sears exclusive, includes Klaatu, Nikto & 8D8) ... 150.00 ... 55.00
Laser Pistol ... 75.00 ... 25.00
Laser Rifle Carry Case ... 25.00 ... 6.00
Millennium Falcon Spaceship ... 175.00 ... 95.00
Radar Laser Cannon ... 15.00 ... 5.00
Rancor Monster ... 60.00 ... 10.00
Scout Walker ... 75.00 ... 25.00
See-Threepio (C-3PO) Collector's Case ... 40.00 ... 10.00
Speeder Bike ... 35.00 ... 8.00
TIE Interceptor ... 125.00 ... 45.00
Tri-Pod Laser Cannon ... 15.00 ... 5.00
Vehicle Maintenance Energizer ... 15.00 ... 5.00
X-Wing Fighter ... 125.00 ... 45.00
Y-Wing Fighter ... 125.00 ... 45.00

## STAR WARS: POWER OF THE FORCE

**KENNER (1985)**

Amanaman ... 190.00 ... 75.00
Anakin Skywalker ... 575.00 ... 40.00
AT-AT Driver ... 175.00 ... 10.00
AT-ST Driver ... 70.00 ... 8.00
A-Wing Pilot ... 100.00 ... 45.00
B-Wing Pilot ... 25.00 ... 8.00
Barada ... 100.00 ... 45.00
Ben (Obi-Wan) Kenobi (gray hair) ... 75.00 ... 15.00
Ben (Obi-Wan) Kenobi (white hair) ... 90.00 ... 15.00
Biker Scout ... 75.00 ... 12.00
C-3PO (w/removable limbs) ... 80.00 ... 8.00
Chewbacca ... 110.00 ... 14.00
Darth Vader ... 85.00 ... 15.00
Emperor ... 70.00 ... 10.00
EV-9D9 ... 140.00 ... 50.00
Gammorean Guard ... 135.00 ... 8.00
Han Solo (in carbonite) ... 225.00 ... 110.00
Han Solo (in trench coat) ... 400.00 ... 14.00
Imperial Dignitary ... 80.00 ... 32.00
Imperial Gunner ... 135.00 ... 55.00
Imperial Stormtrooper ... 160.00 ... 18.00
Jawa ... 75.00 ... 16.00
Lando Calrissian (general pilot) ... 100.00 ... 45.00
Luke Skywalker (Jedi Knight, green lightsaber) ... 190.00 ... 58.00
Luke Skywalker (Stormtrooper gear) ... 325.00 ... 125.00
Luke Skywalker (X-Wing pilot) ... 125.00 ... 18.00
Luke Skywalker (in battle poncho) ... 100.00 ... 40.00
Lumat ... 45.00 ... 12.00
Nikto ... 210.00 ... 10.00
Paploo ... 45.00 ... 12.00
Princess Leia (in combat poncho) ... 95.00 ... 18.00
R2-D2 (w/pop-up lightsaber) ... 135.00 ... 75.00
Ramba ... 50.00 ... 22.00
Teebo ... 150.00 ... 10.00
Warok ... 45.00 ... 20.00
Wicket W. Warrick ... 125.00 ... 10.00
Yak Face ... 900.00 ... 170.00
Yoda (orange snake) ... 300.00 ... 20.00

## STAR WARS: POWER OF THE FORCE (VEHICLES & ACCESSORIES)

**KENNER (1985)**

Endor Chase Set (Speeder Bike) ... 200.00 ... 75.00
Ewok Battle Wagon ... 120.00 ... 45.00
Imperial Sniper ... 80.00 ... 27.00
One-Man Sand Skimmer ... 80.00 ... 27.00
Rancor Monster ... 25.00 ... 10.00
Security Scout ... 75.00 ... 25.00
Tatooine Skiff ... 630.00 ... 260.00

## STAR WARS: DROIDS (TV CARTOON)

**KENNER (1985)**

A-Wing Pilot ... 130.00 ... 35.00
Boba Fett ... 200.00 ... 50.00
C-3PO ... 50.00 ... 13.00
Jann Tosh ... 20.00 ... 5.00
Jord Dusat ... 20.00 ... 5.00
Kea Moll ... 20.00 ... 5.00
Kez-Iban ... 20.00 ... 5.00
R2-D2 ... 40.00 ... 11.00
Sise Fromm ... 40.00 ... 11.00
Thall Joben ... 20.00 ... 5.00
Tig Fromm ... 45.00 ... 12.00
Uncle Gundy ... 20.00 ... 5.00
Vlix (foreign release from Glasslite) ... 60.00 ... 20.00

## STAR WARS: DROIDS (VEHICLES & ACCESSORIES)

**KENNER (1985)**

A-Wing Fighter ... 550.00 ... 160.00
ATI Interceptor ... 60.00 ... 20.00
Lightsaber ... 175.00 ... 65.00
Sidegunner ... 50.00 ... 13.00

## STAR WARS: EWOKS (TV CARTOON)

**KENNER (1985)**

Dulok Scout ... 18.00 ... 4.00
Dulok Shaman ... 15.00 ... 4.00
King Gorneesh ... 15.00 ... 4.00
Lady Gorneesh ... 15.00 ... 4.00
Logray ... 18.00 ... 4.00
Ugrah ... 15.00 ... 4.00
Wicket W. Warrick ... 18.00 ... 4.00

## STAR WARS: EWOKS (TV CARTOON) (VEHICLES & ACCESSORIES)

**KENNER (1985)**

| | | |
|---|---|---|
| Ewok Family Hut | 100.00 | 34.00 |
| Ewok Fire Cart | 75.00 | 25.00 |
| Ewok Woodland Wagon | 75.00 | 25.00 |

## STAR WARS (NEW SERIES)

## STAR WARS: POWER OF THE FORCE

**KENNER (1995-1996)**

| | | |
|---|---|---|
| Ben (Obi-Wan) Kenobi (full body photo, with 3 3/4-inch lightsaber; second release) | 36.00 | 8.00 |
| Ben (Obi-Wan) Kenobi (full body photo, with 2 3/4-inch lightsaber; third release) | 8.00 | 2.00 |
| Ben (Obi-Wan) Kenobi (waist-up photo; first release) | 48.00 | 8.00 |
| Boba Fett (dots on hand) | 9.00 | 2.00 |
| Boba Fett (stripes on hand) | 44.00 | 11.00 |
| C-3PO | 10.00 | 2.50 |
| Chewbacca | 8.00 | 2.00 |
| Darth Vader (3 3/4-inch lightsaber; first release) | 22.00 | 5.00 |
| Darth Vader (2 3/4-inch lightsaber in 3 3/4-inch tray; second release) | 12.00 | 2.25 |
| Darth Vader (2 3/4-inch lightsaber, third release) | 10.00 | 2.25 |
| Han Solo (Stormtrooper) Kelloggs' exclusive | — | 36.00 |
| Han Solo (with heavy assault rifle and blaster) | 7.00 | 1.50 |
| Han Solo (in Hoth gear with blaster pistol and assault rifle, hand open or closed) | 15.00 | 4.00 |
| Han Solo (in Carbonite with "Carbonite Freezing Chamber" | 18.00 | 4.00 |
| Han Solo (in Carbonite block) | 12.00 | 3.00 |
| Lando Calrissian (with heavy rifle and blaster pistol) | 12.00 | 3.00 |
| Luke Skywalker (grappling-hook blaster and lightsaber with 3 3/4-inch lightsaber; first release) | 15.00 | 3.00 |
| Luke Skywalker (2 3/4-inch lightsaber; second release) | 8.00 | 1.75 |
| Luke Skywalker (in Dagobah fatigues with 3 3/4-inch lightsaber; first release) | 15.00 | 4.00 |
| Luke Skywalker (in Dagobah fatigues with 2 3/4-inch lightsaber in 3 3/4-inch tray, second release) | 12.00 | 2.25 |
| Luke Skywalker (in Dagobah fatigues with 2 3/4-inch lightsaber; third release) | 10.00 | 2.25 |
| Luke Skywalker (Jedi Knight—black vest) | 9.00 | 2.25 |
| Luke Skywalker (Jedi Knight—tan vest, blue lightsaber) | 35.00 | 8.00 |
| Luke Skywalker (Jedi Knight—tan vest, green lightsaber with indented rings) | 30.00 | 6.00 |
| Luke Skywalker (Jedi Knight—tan vest, green lightsaber with raised rings) | 25.00 | 5.00 |
| Luke Skywalker (Jedi Knight—Special Edition theater promo) | 150.00 | 5.00 |
| Luke Skywalker (in X-Wing fighter pilot gear with 3 3/4-inch lightsaber; first release) | 15.00 | 3.00 |
| Luke Skywalker (in X-Wing fighter pilot gear with 2 3/4-inch lightsaber in 3 3/4-inch tray; second release) | 8.00 | 1.75 |
| Luke Skywalker (in X-Wing fighter pilot gear with 2 3/4-inch lightsaber; third release) | 10.00 | 2.25 |
| Princess Leia Organa (two indented lines on skirt belt, number on back of card is .00) | 22.00 | 4.25 |
| Princess Leia Organa (re-release, with one indented line on skirt belt, number on back of card is .01) | 10.00 | 2.25 |
| R2-D2 | 8.00 | 1.75 |
| Stormtrooper | 15.00 | 3.00 |
| TIE Fighter Pilot (Ages 4 & Up Warning sticker) | 15.00 | 2.50 |
| TIE Fighter Pilot (Ages 4 & Up Warning printed on card) | 10.00 | 2.50 |
| Yoda | 14.00 | 2.75 |

## STAR WARS: POWER OF THE FORCE (VEHICLES & ACCESSORIES)

**KENNER (1995-1996)**

| | | |
|---|---|---|
| Classic Edition 4-Pack (reissue of original '70s Chewbacca, Darth Vader, Han Solo, Luke Skywalker) | 20.00 | 5.00 |
| Darth Vader's Lightsaber (electronic) | 20.00 | 5.00 |
| Death Star Chasm | 12.00 | 3.00 |
| Detention Block Escape | 12.00 | 3.00 |
| Heavy Blaster (BlasTech DL-44 Heavy Blaster Pistol; elec.) | 12.00 | 3.00 |
| Imperial AT-ST (Scout Walker) | 20.00 | 5.00 |
| Imperial Speeder Bike with Scout Trooper | 20.00 | 5.00 |
| Imperial Speeder Bike with Scout Trooper (with Topps card, released in '97) | 16.00 | 5.00 |
| Landspeeder | 15.00 | 4.00 |
| Laser Blaster (BlasTech E-11 Blaster Rifle; electronic) | 14.00 | 3.00 |
| Luke Skywalker's Lightsaber (electronic) | 20.00 | 5.00 |
| Millennium Falcon (elec.) | 60.00 | 15.00 |
| Official Collector Case | 15.00 | 4.00 |
| Rebel Snowspeeder (electronic) | 25.00 | 6.00 |
| Talking C-3PO Carrying Case | 15.00 | 4.00 |
| TIE Fighter | 25.00 | 5.00 |
| X-Wing Fighter (elec.) | 30.00 | 8.00 |

## STAR WARS: POWER OF THE FORCE '97 COLLECTION 1

**KENNER (1997-CURRENT)**

| | | |
|---|---|---|
| Bib Fortuna | | ●● |
| Death Star Gunner (orange card) | 30.00 | 1.50 |
| Death Star Gunner (green card, no hologram) | 10.00 | 1.50 |
| Death Star Gunner (green card, with hologram) | 7.00 | 1.50 |
| Emperor Palpatine | | ●● |
| Greedo (orange card) | 30.00 | 1.50 |
| Greedo (green card, no hologram) | 10.00 | 1.50 |
| Greedo (green card, with hologram) | 7.00 | 1.50 |
| Han Solo in Endor Gear | | ●● |
| Lando Calrissian in Skiff Guard Disguise | | ●● |
| Sandtrooper with heavy blaster rifle (a.k.a. "Tatooine Stormtrooper," green card, no hologram) | 10.00 | 1.50 |
| Sandtrooper with heavy blaster rifle (a.k.a. "Tatooine Stormtrooper," green card, with hologram) | 7.00 | 1.50 |
| Tatooine Stormtrooper with concussion grenade cannon (a.k.a. "Sandtrooper," orange card) | 30.00 | 1.50 |

## STAR WARS: POWER OF THE FORCE '97 COLLECTION 2

**KENNER (1997-CURRENT)**

| | | |
|---|---|---|
| 2-1B Medic Droid | 10.00 | 2.25 |
| AT-ST Driver | 10.00 | 2.25 |
| Bossk (Bounty Hunter) | 10.00 | 2.25 |
| Hoth Rebel Soldier | 10.00 | 2.25 |
| Jawa (two-pack, green card, no hologram) | 12.00 | 2.25 |
| Jawa (two-pack, green card, with hologram) | 7.00 | 2.25 |
| Jawa (two-pack, orange card) | 35.00 | 2.25 |
| Luke Skywalker (in Hoth Gear) | 10.00 | 2.25 |
| Luke Skywalker (Stormtrooper, green card, no hologram) | 12.00 | 2.25 |
| Luke Skywalker (Stormtrooper, green card, with hologram) | 7.00 | 2.25 |
| Luke Skywalker (Stormtrooper, orange card) | 32.00 | 2.25 |
| Mamow Nadon (Hammerhead; green card, no hologram, missing Warning) | 12.00 | 1.50 |
| Mamow Nadon (Hammerhead; green card, with hologram, missing Warning) | 7.00 | 1.50 |
| Mamow Nadon (Hammerhead-green card, Ages 4 & Up Warning sticker on card) | 7.00 | 1.50 |
| Mamow Nadon (Hammerhead; orange card) | 28.00 | 1.50 |
| R5-D4 (green card, no hologram, missing Warning) | 18.00 | 3.00 |
| R5-D4 (green card, with hologram, missing Warning) | 18.00 | 3.00 |
| R5-D4 (green card, Ages 4 & Up Warning sticker on card) | 12.00 | 3.00 |
| R5-D4 (orange card) | 28.00 | 3.00 |
| Tusken Raider (Sand People-green card, no hologram, closed hand) | 12.00 | 2.25 |
| Tusken Raider (Sand People-green card, with hologram, closed hand) | 10.00 | 2.25 |
| Tusken Raider (Sand People-green card, open hand) | 7.00 | 1.50 |
| Tusken Raider (Sand People-orange card, closed hand) | 30.00 | 1.50 |

## STAR WARS: POWER OF THE FORCE '97 COLLECTION (MAIL-AWAY EXCLUSIVES)

**KENNER (1997-CURRENT)**

| | | |
|---|---|---|
| B'omarr Monk (Internet exclusive) | | ●● |
| Figrin D'An (*Star Wars Insider* exclusive) | | ●● |
| Translucent Obi-Wan Kenobi (Lay's Potato Chips) | | ●● |

## STAR WARS: POWER OF THE FORCE '97 COLLECTION (VEHICLES & ACCESSORIES)

**KENNER (1997-CURRENT)**

| | | |
|---|---|---|
| Boba Fett's Slave I (includes Han Solo in carbonite) | 25.00 | 6.00 |
| Cruisemissile Trooper | 12.00 | 3.00 |
| Darth Vader's TIE Fighter | 20.00 | 4.00 |
| Luke's T-16 Skyhopper | 20.00 | 5.00 |
| Speeder Bike (Light Vehicle with Luke in Endor Gear) | 10.00 | 2.50 |
| Speeder Bike (Light Vehicle with Princess Leia Organa in Endor Gear) | | ●● |

## STAR WARS: POWER OF THE FORCE (12-INCH DOLLS)

**HASBRO (1996-CURRENT)**

| | | |
|---|---|---|
| Ben (Obi-Wan) Kenobi | 50.00 | 11.00 |
| Boba Fett | 25.00 | 6.00 |
| Chewbacca (with fur) | | ●● |
| Darth Vader | 25.00 | 6.00 |
| Han Solo | 25.00 | 6.00 |
| Lando Calrissian | 20.00 | 4.00 |
| Luke Skywalker (all hair colors) | 25.00 | 6.00 |
| Luke Skywalker in Bespin Gear | 20.00 | 4.00 |
| Luke Skywalker in X-Wing Pilot Uniform | | ●● |
| Princess Leia | 20.00 | 4.00 |
| Stormtrooper | 20.00 | 4.00 |
| Tusken Raider (with blaster & micro-binoculars) | 20.00 | 4.00 |
| Tusken Raider (with gaderffi stick) | 20.00 | 4.00 |

## STAR WARS: POWER OF THE FORCE (DELUXE FIGURES)

**KENNER (1996-CURRENT)**

| | | |
|---|---|---|
| Boba Fett with Wing-Blaster Rocket | 10.00 | 2.25 |
| Crowd Control Stormtrooper | 12.00 | 3.00 |
| Han Solo with Smuggler Fight Pack | 10.00 | 2.25 |
| Hoth Rebel Soldier with Anti-Vehicle Laser Gun | | ●● |
| Luke Skywalker with Desert Sport Skiff | 12.00 | 3.00 |
| Probe Droid with Proton Torpedo | 10.00 | 2.25 |
| Snowtrooper with E-Web Heavy Repeating Blaster | | ●● |

## STAR WARS: POWERS OF THE FORCE ELECTRONIC F/X

**KENNER (1997-CURRENT)**

| | | |
|---|---|---|
| Ben (Obi-Wan) Kenobi | 12.00 | 3.00 |
| Darth Vader | 12.00 | 3.00 |
| R2-D2 | 12.00 | 3.00 |

## STAR WARS: POWER OF THE FORCE (MULTI-PACK; SAM'S CLUB EXCLUSIVES)

**KENNER (1996)**

| | | |
|---|---|---|
| SET 1 R2-D2, C-3PO, Stormtrooper | 15.00 | 4.00 |
| SET 2 Han Solo, Lando Calrissian, Chewbacca | 15.00 | 4.00 |
| SET 3 Ben (Obi-Wan) Kenobi, Luke Skywalker, Darth Vader | 15.00 | 4.00 |

## STAR WARS: SHADOWS OF THE EMPIRE

**KENNER (1996)**

| | | |
|---|---|---|
| Chewbacca (in bounty hunter disguise) | 7.00 | 2.00 |
| Dash Rendar | 7.00 | 2.00 |
| Leia (in Boushh disguise) | 12.00 | 3.00 |
| Luke Skywalker (in Imperial Guard disguise) | 7.00 | 2.00 |
| Prince Xizor | 7.00 | 2.00 |

# LI'L SHOT

## VANDALIZER

### Spawn (Series 5)

### Current prices: $12.00/$3.00

## STAR WARS: SHADOWS OF THE EMPIRE (VEHICLES & ACCESSORIES)

**KENNER (1996-CURRENT)**

| | | |
|---|---|---|
| Boba Fett's Slave I (includes Han Solo in carbonite) | 25.00 | 6.00 |
| Boba Fett vs. IG-88 (two-pack; large letters, first release) | 14.00 | 4.00 |
| Boba Fett vs. IG-88 (two-pack; small letters, second release) | 14.00 | 4.00 |
| Dash Rendar's Outrider | 22.00 | 5.00 |
| Prince Xizor vs. Darth Vader (two-pack; large letters, first release) | 15.00 | 4.00 |
| Prince Xizor vs. Darth Vader (two-pack; small letters, second release) | 15.00 | 4.00 |
| Swoop Vehicle (with Swoop Trooper) | 15.00 | 4.00 |
| Swoop Vehicle (with Swoop Trooper; with Topps card, released in '97) | 10.00 | 3.00 |
| TIE Fighter | 18.00 | 4.00 |
| X-Wing Fighter | 20.00 | 5.00 |

## SUPER POWERS COLLECTION

**KENNER (1984-1986)**

| | | |
|---|---|---|
| Aquaman | 45.00 | 12.00 |
| Batman | 60.00 | 20.00 |
| Batman (short card) | 35.00 | 20.00 |
| Brainiac | 35.00 | 8.00 |
| Clark Kent (in mail-in bag) | — | 75.00 |
| Cyborg | 260.00 | 95.00 |
| Cyclotron | 75.00 | 25.00 |
| Darkseid | 20.00 | 5.00 |
| Desaad | 28.00 | 6.00 |
| Dr. Fate | 75.00 | 25.00 |
| Firestorm | 45.00 | 12.00 |
| Firestorm (short card) | 25.00 | 12.00 |
| Flash | 20.00 | 5.00 |
| Golden Pharoah | 160.00 | 60.00 |
| Green Arrow | 70.00 | 24.00 |
| Green Lantern | 65.00 | 22.00 |
| Green Lantern (short card) | 40.00 | 22.00 |
| Hawkman | 60.00 | 20.00 |
| Joker | 30.00 | 7.00 |
| Kalibak | 30.00 | 7.00 |
| Lex Luthor | 20.00 | 5.00 |
| Mantis | 35.00 | 8.00 |
| Martian Manhunter | 50.00 | 13.00 |
| Mister Miracle | 160.00 | 60.00 |
| Mr. Freeze | 75.00 | 25.00 |
| Onion | 65.00 | 22.00 |
| Parademon | 35.00 | 8.00 |
| Penguin | 35.00 | 8.00 |
| Plastic Man | 120.00 | 45.00 |
| Red Tornado | 75.00 | 7.00 |
| Red Tornado (short card) | 30.00 | 7.00 |
| Robin | 40.00 | 6.00 |
| Robin (short card) | 30.00 | 6.00 |
| Samurai | 120.00 | 45.00 |
| Shazam | 65.00 | 22.00 |
| Steppenwolf (with comic) | 75.00 | 25.00 |
| Superman | 40.00 | 6.00 |
| Superman (short card) | 25.00 | 6.00 |
| Tyr | 70.00 | 24.00 |
| Wonder Woman | 30.00 | 5.00 |
| Wonder Woman (short card) | 20.00 | 5.00 |

## SUPER POWERS COLLECTION (VEHICLES & ACCESSORIES)

**KENNER (1984)**

| | | |
|---|---|---|
| Batcopter | 80.00 | 27.00 |
| Batmobile | 80.00 | 27.00 |
| Collector's Case | 25.00 | 6.00 |
| Darkseid Destroyer | 60.00 | 18.00 |
| Delta Probe One | 35.00 | 8.00 |
| Hall of Justice Playset | 185.00 | 65.00 |
| Justice Jogger | 35.00 | 8.00 |
| Kalibak Boulder Bomber | 35.00 | 8.00 |
| Lex Soar 7 | 35.00 | 8.00 |
| Supermobile | 40.00 | 11.00 |

## SUPERMAN ANIMATED SERIES

**KENNER (1996-CURRENT)**

| | | |
|---|---|---|
| Anti-Kryptonite Superman | | ●● |
| Capture Cape Superman | | ●● |
| Capture Claw Superman | | ●● |
| Capture Net Superman | 8.00 | 1.75 |
| Deep Dive Superman | 8.00 | 1.75 |
| Electro Energy Superman | | ●● |
| Evil Alien Brainiac | 15.00 | 3.00 |
| Flash | | ●● |
| Fortress of Solitude Superman | | ●● |
| Lex Luthor | 14.00 | 3.00 |
| Metallo | | ●● |
| Neutron Star Superman | 8.00 | 1.75 |
| Omega Blast Darkseid | | ●● |
| Quick Change Superman | 10.00 | 2.25 |
| Solar Energy Superman | | ●● |
| Strong Arm Superman | | ●● |
| Supergirl | | ●● |

## SUPERMAN ANIMATED SERIES (DELUXE FIGURES)

**KENNER (1996-CURRENT)**

| | | |
|---|---|---|
| Speeding Bullet Superman | 12.00 | 2.50 |
| Techno Armor Superman | 12.00 | 2.50 |
| Vision Blast Superman | 12.00 | 2.50 |

## SUPERMAN ANIMATED SERIES (VEHICLES & ACCESSORIES)

**KENNER (1996-CURRENT)**

| | | |
|---|---|---|
| Cloning Lab | 20.00 | 5.00 |
| Metropolis Bank | 20.00 | 5.00 |

## SUPERMAN: MAN OF STEEL

**KENNER (1995-1996)**

| | | |
|---|---|---|
| Blast Hammer Steel (Dlx) | 10.00 | 2.25 |
| Conduit | 10.00 | 2.25 |

# the Wizard ACTION FIGURE Price Guide

Laser Superman ..... 10.00 ... 2.25
Lex Luthor ..... 18.00 ... 5.00
Power Flight Superman 10.00 ... 2.25
Solar Suit Superman ... 10.00 ... 2.25
Steel (a.k.a. John Henry Irons) ..... 10.00 ... 2.25
Street Guardian Superman 8.00 ... 1.75
Superboy ..... 10.00 ... 2.25
Ultra Shield Superman ... 8.00 ... 1.75
Ultra Heat Vision Superman (Dlx) ..... 10.00 ... 2.25

## SUPERMAN: MAN OF STEEL (VEHICLES & ACCESSORIES)

**KENNER (1995-1996)**

13-Inch Ultimate Superman ..... 15.00 ... 4.00
Kryptonian Battlesuit .. 12.00 ... 3.00
Matrix Conversion Coupe 12.00 ... 3.00
Superboy "VTOL" Cycle 12.00 ... 3.00

## TOTAL CHAOS

**MCFARLANE TOYS (1996-CURRENT)**

Al Simmons (gray uniform, color on stencil black) ..... 9.00 ... 2.25
Al Simmons (color on stencil yellow) ..... 12.00 ... 3.00
Dragon Blade ... 9.00 ... 2.25
Gore ... 10.00 ... 2.25
Hoof (gray body, brown armor) ..... 10.00 ... 2.25
Hoof (with silver bullets on belt) ..... 12.00 ... 3.00
Thorax (green & red) ... 9.00 ... 2.25
Thresher (light blue skin) 15.00 ... 4.00

## WARRIOR NUN AREALA

**ANTARCTIC PRESS (1996-CURRENT)**

Holy White Warrior Nun Areala ..... ••
Shotgun Mary ..... ••
Shotgun Mary (limited version, one per case) ..... ••
Warrior Nun Areala .....15.00 ... 4.00
Warrior Nun Areala (limited version, 1 in 5, with rhinestones) 20.00 ... 5.00

## WETWORKS (SERIES 1)

**MCFARLANE TOYS (1995)**

Dane ..... 9.00 ... 2.00
Dozer ..... 9.00 ... 2.00
Grail ..... 9.00 ... 2.00
Mother-One ("fat face") 15.00 ... 4.00
Mother-One ("high cheekbone") ..... 10.00 ... 2.25
Vampire (gray with red loincloth) ..... 18.00 ... 4.50
Vampire (repaint: green, short-haired, black loincloth packed with WetWorks series 2 repaints, '96 release) 15.00 ... 4.00
Werewolf (brown fur, brown nose) ..... 32.00 ... 7.50
Werewolf (black nose) 25.00 ... 6.50
Werewolf (gray armor with gray tail, Puzzle Zoo exclusive, released in '96) ..... 25.00 ... 5.00
Werewolf (gray armor with red tail, Puzzle Zoo exclusive, released in '96) ..... 25.00 ... 5.00
Werewolf (repaint: light-blue fur, packed with WetWorks series 2 repaints, released in '96) ... 25.00 ... 5.00

## WETWORKS (SERIES 2)

**MCFARLANE TOYS (1996)**

Assassin One (blue plastic) ..... 10.00 ... 2.25
Assassin One (repaint: eerie red plastic) ..... 12.00 ... 3.00
Blood Queen (all-black outfit, no trim) ..... 22.00 ... 5.50
Blood Queen (repaint: red trim) ..... 24.00 ... 2.75
Delta Commander (all gold) ..... 10.00 ... 2.25
Delta Commander (repaint: flesh tones) ..... 10.00 ... 2.25
Frankenstein (brownish) 12.00 ... 2.50
Frankenstein (repaint: more green in "flesh" areas) ..... 10.00 ... 2.25
Mendoza (flesh-colored with tattoo) ..... 12.00 ... 2.50
Mendoza (repaint: half-gold/half-flesh) ..... 10.00 ... 2.25
Pilgrim ("flesh" is gold) 22.00 ... 6.00
Pilgrim (repaint: "flesh" is flesh tone) ..... 20.00 ... 5.00

## WILDC.A.T.S.

**PLAYMATES (1995)**

Black Razor ..... 5.00 ... 1.25
Daemonite ..... 5.00 ... 1.25
Giant Grifter (10") ...12.00 ... 3.00
Giant Maul (10") ...12.00 ... 3.00
Grifter ..... 5.00 ... 1.25
Helspont ..... 5.00 ... 1.25
Helspont (Ceremonial) 5.00 ... 1.25
Maul ..... 5.00 ... 1.25
Maul (Kevlon) ..... 5.00 ... 1.25
Mr. Majestic ..... 5.00 ... 1.25
Pike ..... 5.00 ... 1.25
Pike (ECM suit) ..... 5.00 ... 1.25
Slag ..... 5.00 ... 1.25
Spartan ..... 5.00 ... 1.25
Spartan (ECM suit) ... 5.00 ... 1.25
Void ..... 7.50 ... 1.25
Voodoo ..... 7.50 ... 1.25
Warblade ..... 5.00 ... 1.25
Warblade (Bio-Kevlaon suit) ..... 5.00 ... 1.25
Zealot ..... 5.00 ... 1.25
Zealot (Classic Uniform) 5.00 ... 1.25
Grifter vs. Daemonite (two-pack) ..... 10.00 ... 1.25
Spartan vs. Helspont 10.00 ... 1.25

## WORLD'S GREATEST SUPER-HEROES!

**MEGO (1972-1977)**

The Amazing Spider-Man (boxed) ..... 125.00 ... 20.00
The Amazing Spider-Man (carded) ..... 50.00 ... 20.00
The Amazing Spider-Man (square-pictured; carded) ... 275.00 ... 20.00
Aquaman (boxed) ... 150.00 ...70.00
Aquaman (carded) 300.00 ... 70.00
Aquaman (solid front box) ..... 500.00 ... 70.00
Aquaman (square-pictured; carded) ..... 400.00 ... 70.00
Batgirl (boxed) ... 250.00 ... 75.00
Batgirl (carded) ... 200.00 ... 75.00
Batgirl (square-pictured; carded) ..... 350.00 ... 75.00
Batman (with removable cowl; boxed) ..... 400.00 ... 145.00
Batman (with removable cowl; solid front box) ..... 900.00 ... 145.00
Batman (with removable cowl; square-pictured; carded) 600.00 ... 145.00
Batman (2nd-boxed) 160.00 ... 45.00
Batman (2nd-carded) 150.00 ... 45.00
Batman (2nd-square-pictured boxed) ..... 250.00 ... 45.00
Bruce Wayne (Montgomery Ward exclusive) .....700.00 ... 300.00
Captain America (boxed) 225.00 75.00
Captain America (carded) 125.00 75.00
Captain America (square-pictured; boxed) ..... 300.00 ... 75.00
Catwoman (boxed) 250.00 ... 115.00
Catwoman (carded) 225.00 ... 115.00
Catwoman (square-pictured; carded) ..... 350.00 ... 115.00
Clark Kent (Montgomery Ward exclusive) ..... 700.00 ... 200.00
Conan (boxed) ..... 350.00 ... 90.00
Conan (carded) ... 400.00 ... 90.00
Dick Grayson ..... 700.00 ... 300.00
The Falcon (boxed) 110.00 ... 35.00
The Falcon (carded) 400.00 ... 35.00
Green Arrow (boxed) 300.00 ... 60.00
Green Arrow (carded) 300.00 ... 60.00
Green Arrow (square-pictured; carded) ..... 450.00 ... 60.00
Green Goblin (boxed) 275.00 ... 80.00
Green Goblin (carded) 600.00 ... 80.00
Hulk (boxed) ..... 75.00 ... 20.00
Hulk (carded) ..... 40.00 ... 20.00
Human Torch (boxed) 125.00 ... 20.00
Human Torch (carded) 75.00 ... 20.00
Invisible Girl (boxed) 125.00 ... 40.00
Invisible Girl (carded) 60.00 ... 40.00
Iron Man (boxed) ... 150.00 ... 65.00
Iron Man (carded) 400.00 ... 65.00
Isis (boxed) ..... 200.00 ... 50.00
Isis (carded) ..... 150.00 ... 50.00
Joker (boxed) ..... 175.00 ... 45.00
Joker (carded) ..... 175.00 ... 45.00
Joker (square-pictured; carded) ..... 250.00 ... 45.00
The Lizard (boxed) 175.00 ... 50.00
The Lizard (carded) 600.00 ... 50.00
Mr. Fantastic (boxed) 130.00 ... 30.00
Shazam! (square-pictured; carded) ..... 300.00 ... 35.00
Supergirl (boxed) ... 400.00 ... 100.00
Supergirl (carded) ... 400.00 ... 100.00
Supergirl (square-pictured; carded) ..... 350.00 ... 100.00
Superman (boxed) 125.00 ... 30.00
Superman (carded) 100.00 ... 30.00
Superman (solid front box) ..... 1000.00 ... 30.00
Superman (square-pictured; carded) ..... 300.00 ... 30.00
Tarzan (boxed) ... 150.00 ... 25.00

# BIG SHOT

## STORMTROOPER, SPEEDER BIKE TROOPER, CROWD CONTROL TROOPER & SANDTROOPER

**Star Wars: Power of the Force (1995-1997) (Kenner)**

You've heard of Stormtroopers, Sandtroopers, Snowtroopers, Scout Troopers, and even Crowd Control Stormtroopers. But Spacetroopers? No, it's not Kenner's latest Star Wars variant—Spacetroopers (or Zero-G Stormtroopers) are actually a little-known part of the Empire's assault troops. Because the Empire is so vast and wide-spread, Stormtroopers have to specialize in different environments. Spacetroopers are equipped to function in the deep regions of the universe. These guys are outfitted in huge suits of armor that function as mini-attack vehicles and allow them to infiltrate captured spaceships. With Kenner producing non-movie items in the Shadows of the Empire line and the Deluxe figure assortments, there could possibly be one of these little-seen Imperial troopers in the future.

Mr. Fantastic (carded) 60.00 ... 30.00
Mr. Mxyzptlk (open mouth; boxed) ..... 75.00 ... 35.00
Mr. Mxyzptlk (open mouth; carded) ..... 150.00 ... 35.00
Mr. Mxyzptlk (open mouth; square-pictured; carded) 200.00 ... 35.00
Mr. Mxyzptlk (smiling; boxed) ..... 125.00 ... 55.00
Mr. Mxyzptlk (smiling; square-pictured; carded) ..... 350.00 ... 55.00
Penguin (boxed) ... 150.00 ... 35.00
Penguin (carded) ... 150.00 ... 35.00
Penguin (square-pictured; carded) ..... 250.00 ... 35.00
Peter Parker (Montgomery Ward exclusive) ..... 650.00 ... 275.00
Riddler (boxed) ... 275.00 ... 75.00
Riddler (carded) ... 300.00 ... 75.00
Riddler (square-pictured; carded) ..... 400.00 ... 75.00
Robin (with removable mask; boxed) ..... 450.00 ... 200.00
Robin (with removable mask; solid front box) ... 1000.00 ... 200.00
Robin (with removable mask; square-pictured; carded) 1200.00 200.00
Robin (2nd-boxed) 125.00 ... 35.00
Robin (2nd-carded) 100.00 ... 35.00
Robin (2nd-square-pictured; boxed) ..... 250.00 ... 35.00
Shazam! (boxed) ... 175.00 ... 35.00
Shazam! (carded) ... 150.00 ... 35.00
Tarzan (square-pictured; carded) ..... 300.00 ... 25.00
The Thing (boxed) 175.00 ... 25.00
The Thing (carded) ... 75.00 ... 25.00
Thor (boxed) ..... 375.00 ... 135.00
Thor (carded) ..... 400.00 ... 135.00
Wonder Woman (boxed) 350.00 135.00
Wonder Woman (square-pictured; carded) ..... 400.00 ... 135.00

## WORLD'S GREATEST SUPER-HEROES! (12 1/2-INCH DOLLS)

**MEGO (1979-1980)**

Batman (boxed) ... 110.00 ... 40.00
Batman (w/fly-away action) ..... 150.00 ... 35.00
Batman Magnetic (boxed) ..... 150.00 ... 50.00
Captain America (boxed) .....150.00 ... 50.00
Captain America (with fly-away action) ..... 150.00 ... 45.00
General Zod (boxed) 60.00 ... 22.00
Hulk (boxed) ..... 60.00 ... 20.00
Hulk (with fly-away action) ..... 50.00 ... 15.00
Jor-El (boxed) ..... 50.00 ... 15.00
Lex Luthor (boxed) ... 50.00 ... 15.00
Robin (boxed) ..... 175.00 ... 65.00
Robin Magnetic (boxed) 150.00 55.00
Spider-Man (boxed) 90.00 ... 25.00
Spider-Man (carded) 75.00 ... 25.00
Spider-Man (web-shooting) ..... 175.00 ... 65.00
Spider-Man (with fly-away action, boxed) ..... 150.00 ... 30.00
Spider-Man (with fly-away action, carded) ..... 150.00 ... 30.00
Spider-Man Magnetic 200.00 ... 75.00
Superman (boxed) 125.00 ... 50.00
Superman (w/fly-away action) ..... 150.00 ... 50.00
Superman (with large "Superman" logo box) ..... 125.00 ... 50.00

## WORLD'S GREATEST SUPER-HEROES! (VEHICLES & ACCESSORIES)

**MEGO (1972-1980)**

Aquaman vs. Great White Shark ..... 500.00 ... 175.00
Batcave (boxed) ... 300.00 ... 110.00
Batcopter (boxed) ... 150.00 ... 55.00
Batcopter (carded) 150.00 ... 55.00
Batcycle (black, boxed) .....175.00 ... 65.00
Batcycle (black, carded) .....175.00 ... 65.00
Batcycle (blue, boxed) .....175.00 ... 65.00
Batcycle (blue, carded) 135.00 ... 50.00
Batman Command Capsule ..... 50.00 ... 13.00
Batmobile (boxed) 150.00 ... 34.00
Batmobile (carded) 175.00 ... 34.00
Captain Americar ... 250.00 ... 90.00
Carrying Case (8-inch figures) ..... 20.00 ... 5.00
Green Arrow Car ... 350.00 ... 120.00
Hall of Justice Playset 300.00 ... 100.00
Jokermobile ..... 250.00 ... 90.00
Mobile Bat-Lab ... 250.00 ... 90.00
Spider-Car ..... 150.00 ... 55.00
Supervator Playset ... 75.00 ... 25.00
Wayne Foundation 1000.00 ... 375.00

## WORLD'S GREATEST SUPER-HEROES! FIST FIGHTERS (8-INCH)

**MEGO (1976)**

Batman (boxed) ... 300.00 ...110.00
Joker (boxed) ..... 300.00 ...110.00
Riddler (boxed) ... 300.00 ...110.00
Robin (boxed) ..... 300.00 ...110.00

## WORLD'S GREATEST SUPER-HEROES! TEEN TITANS (7-INCH)

**MEGO (1976)**

Aqualad ..... 350.00 ...125.00
Kid Flash ..... 400.00 ...145.00
Speedy ..... 500.00 ...180.00
Wonder Girl ..... 400.00 ...145.00

## WORLD'S GREATEST SUPER-HEROES! WONDER WOMAN (12 1/2-INCH DOLLS)

**MEGO (1978)**

Queen Hippolyte ... 125.00 ... 45.00
Queen Nubia ..... 125.00 ... 45.00
Steve Trevor ..... 80.00 ... 25.00
Wonder Woman ..... 70.00 ... 25.00
Wonder Woman (w/Diana P. Outfit) ..... 125.00 ... 45.00

## X-MEN/X-FORCE

### X-MEN

**TOY BIZ (1990-1995)**

Ahab with Harpoon-Shooting Gun ..... 10.00 ... 2.25
Apocalypse w/Extending Body ..... 15.00 ... 4.00
Apocalypse with Transforming Weapon Arms (2nd Edition) 10.00 ... 2.50
Archangel with Missile-Shooting Wings (gray wings) ..... 15.00 ... 4.00
Archangel with Missile-Shooting Wings (white wings) ..... 12.00 ... 3.00
Archangel II with Wing-Flapping Action ..... 12.00 ... 3.00
Banshee with Sonic Scream ..... 12.00 ... 3.00
Battle-Ravaged Wolverine with Berserker Rage Action (a.k.a. Wolverine 10th edition) ..... 9.00 ... 2.00
Beast with Mutant Flipping Power 20.00 ... 5.00

Bishop with Quick-Draw Weapon Release ... 18.00 ... 4.00
Bishop II with Weapon Release (Flashback series, gray outfit) 10.00 ... 2.25
Bishop II with Weapon Release (Flashback series, red outfit) 8.00 ... 1.75
Bonebreaker with Mutant Attack Tank ... 8.00 ... 2.00
Brood with Attack Action 8.00 ... 1.75
Cameron Hodge with Water-Blasting Bio Weapon ... 8.00 ... 1.75
Captive Sabretooth with Break-Away Action ... 8.00 ... 1.75
Ch'od ... 8.00 ... 1.75
Colossus with Power-Lift Action (light blue hair) ... 16.00 ... 3.50
Colossus with Power-Lift Action (dark blue hair) ... 10.00 ... 2.25
Colossus with Power-Lift Action (no yellow) ... 12.00 ... 3.00
Corsair, Swashbuckling Space Pirate (Phoenix Saga series—blue-carded) ... 12.00 ... 3.00
Corsair, Swashbuckling Space Pirate (Phoenix Saga series—orange-carded) ... 8.00 ... 1.75
Cyclops with Laser Light Eyes (blue & white) ... 18.00 ... 4.00
Cyclops with Laser Light Eyes (no "X," red belt) ... 12.00 ... 3.00
Cyclops with Light-Up Optic Blast ... 12.00 ... 3.00
Eric the Red with Super Metallic Armor ... 10.00 ... 2.25
Forge with Quick-Draw Action (brown holster) ... 22.00 ... 5.25
Forge with Quick-Draw Action (brown leg panel) ... 18.00 ... 4.00
Forge with Quick-Draw Action (yellow holster) ... 20.00 ... 5.00
Gambit w/Power Kick Action ... 12.00 ... 2.00
Gladiator with Super Strength Power Punch (Phoenix Saga series—blue-carded) ... 10.00 ... 2.25
Gladiator with Super Strength Power Punch (Phoenix Saga series—orange-carded) ... 8.00 ... 1.75
Havok with Projectile Throwing Action ... 10.00 ... 2.00
Iceman (Changes Color in Freezer, transparent) ... 35.00 ... 9.25
Iceman (Changes Color in Freezer, blue patches) ... 18.00 ... 4.00
Iceman with Super Ice Slide ... 15.00 ... 3.25
Iceman II with Extending Ice Limbs ... 10.00 ... 2.00
Juggernaut with Power Punch Action (orange boots) ... 7.00 ... 1.50
Juggernaut with Power Punch Action (red boots) ... 18.00 ... 4.00
Kitty Pryde (*ToyFare Spring Special* mail-away exclusive, released in '97) ... ••
Kylun w/Twin Striking Swords ... 6.00 ... 1.50
Longshot with Knife-Throwing Action ... 9.00 ... 2.00
Magneto with Magnetic Hands & Chest (solid gloves & boots) 18.00 ... 4.00
Magneto with Magnetic Hands & Chest (striped gloves & boots) 8.00 ... 1.75
Magneto with Super Spark Action ... 15.00 ... 4.00
Maverick with Quick-Draw Weapon Action ... 7.00 ... 1.50
Morph (Mutant Shape Shifter) ... 20.00 ... 5.00
Mr. Sinister with Power Light Blast ... 15.00 ... 4.00
Mr. Sinister with Power Light Blast with goatee ... 10.00 ... 2.25
Nightcrawler w/Super Suction ... 35.00 ... 8.00
Omega Red with Whipping Tendril Weapons ... 10.00 ... 2.25
Omega Red II with Whipping Tendril (Flashback series, black or red outfit) ... 8.00 ... 1.75
Phoenix with Fiery Phoenix Power (Phoenix Saga series—blue-carded) ... 15.00 ... 4.50
Phoenix with Fiery Phoenix Power (Phoenix Saga series—orange-carded) ... 20.00 ... 4.25
Pounce with Power Upper Punch (Flashback series) ... 15.00 ... 4.00
Professor X with Secret Control Panels ... 15.00 ... 4.00
Random with Missile-Blasting Arm ... 7.00 ... 1.50
Raza with Swashbuckling Sword Action ... 6.00 ... 1.50
Robot Wolverine (Albert) with Robotic Arm Weapon (a.k.a. Wolverine 6th edition) ... 10.00 ... 2.25
Rogue with Power Uppercut Punch (with eye shadow) ... 22.00 ... 5.00
Rogue with Power Uppercut Punch (without eye shadow) ... 25.00 ... 6.00
Sabretooth with Self-Healing Wounds ... 15.00 ... 4.00
Sabretooth with Snarl & Swipe Action ... 10.00 ... 2.25
Sauron with Savage Attack Wings (black & gold cloth) ... 10.00 ... 2.25
Sauron with Savage Attack Wings (gold cloth only) ... 8.00 ... 2.00
Savage Land Wolverine with Super-Slashing Claw Action (Flashback series, a.k.a. Wolverine 11th ed.) ... 8.00 ... 2.00
Senyaka with Whip-Snapping Action (purple-carded) ... 8.00 ... 1.50
Senyaka with Whip-Snapping Action (reissue, blue-carded) ... 8.00 ... 1.50
Silver Samurai with Metal Samurai Armor ... 8.00 ... 1.75
Space Wolverine with Slashing Space Armor (a.k.a. Wolverine 8th edition, Phoenix Saga series) ... 10.00 ... 2.00
Spiral with Arm-Spinning Action (Invasion series) ... 12.00 ... 3.00
Storm with Power Glow ... 36.00 ... 9.50
Storm with Power Glow (shiny silver or gray plastic) ... 18.00 ... 4.00
Strong Guy w/Power Punch ... 12.00 ... 3.00
Sunfire with Removable Solar Armor ... 10.00 ... 2.25
Trevor Fitzroy with Futuristic Crystal Battle Armor (blue body) ... 8.00 ... 2.00
Trevor Fitzroy with Futuristic Crystal Battle Armor (repaint: purple body, FAO Schwarz exclusive) ... 6.00 ... 1.50
Tusk with Surprise Attack Mutant ... 10.00 ... 2.25
Warstar (Surprise Attack Team, from the Phoenix Saga series—blue-carded) ... 10.00 ... 2.25
Warstar (Surprise Attack Team, from the Phoenix Saga series—purple-carded) ... 8.00 ... 2.25
Wolverine Fang with Super Slashing Claw Action (a.k.a. Wolverine 9th edition) ... 9.00 ... 2.00
Wolverine with Snap-Out Claws (1st edition) ... 25.00 ... 6.50
Wolverine with Spring-Out Slashing Claws (2nd edition) ... 18.00 ... 4.00
Wolverine with Savage Strike-Twist Action (3rd Edition) ... 22.00 ... 5.00
Wolverine with High-Tech Training Helmet (4th Edition—green cables) ... 12.00 ... 3.00
Wolverine with High-Tech Training Helmet (4th Edition—silver & gray cables) ... 28.00 ... 7.25
Wolverine with High-Tech Training Helmet (4th Edition, repaint, Kay-Bee exclusive with red cables) ... 16.00 ... 3.50
Wolverine with Thrusting Knife Action (5th Edition, black costume) ... 15.00 ... 4.00
Wolverine-Street Clothes Street Tough (7th Edition) ... 10.00 ... 2.25
X-Cutioner w/Battle Staff Spinning Action (dark green body) ... 8.00 ... 1.75
X-Cutioner w/Battle Staff Spinning Action (light green body) ... 16.00 ... 4.00

## X-MEN/X-FORCE

**TOY BIZ (1992-CURRENT)**

Arctic Armor Cable ... 8.00 ... 1.75
Avalanche with Exploding Rock Platform ... 8.00 ... 1.75
Black Tom with Power Bio-Blast ... 12.00 ... 3.00
Black Tom with Powering-Blast ... 8.00 ... 1.75
Blob ... 18.00 ... 4.50
Cable Cyborg ... 8.00 ... 1.75
Cable Stealth ... 6.00 ... 1.25
Cable with Clobber Action (1st edition) ... 8.00 ... 1.75
Cable with Deep Space Armor (2nd Edition) ... 8.00 ... 1.75
Cable with Rapid Rocket-Firing Action (3rd Edition) ... 8.00 ... 1.75
Cable with Air Assault (4th Edition) ... 8.00 ... 1.75
Cable w/Deep Sea Gear (5th) ... 8.00 ... 1.75
Caliban with Mutant Roaring Attack ... 8.00 ... 1.75
Cannonball with Catapult-Launching Action (pink coat) ... 32.00 ... 9.25
Cannonball with Catapult-Launching Action (purple coat) ... 20.00 ... 5.00
Commando with Techno Sludge Liquid Blaster ... 8.00 ... 1.75
Commcast with Mutant-Hunting Hover Craft ... 10.00 ... 2.25
Deadpool with Spring-Out Dagger (1st edition) ... 42.00 ... 11.50
Deadpool with Hidden Removable Mask (2nd) ... 18.00 ... 5.00
Domino w/Twin Weapon Arsenal ... 15.00 ... 4.00
Exodus with Plasma Burst 8.00 ... 1.75
Forearm with Four Arm Punching Action ... 18.00 ... 4.00
G.W. Bridge w/Rapid-Fire Gun ... 8.00 ... 1.75
Genesis ... 8.00 ... 1.75
Gideon w/Sword-Slashing Thrust ... 8.00 ... 1.75
Grizzly with Crushing Power Hammers ... 12.00 ... 3.00
Kane with Snap-Back Living Hand (black hair, red leg belt) ... 15.00 ... 4.00
Kane with Snap-Back Living Hand (gray hair, blue leg belt) ... 85.00 ... 29.00
Kane with Snap-Back Living Hand (gray hair, red leg belt) ... 18.00 ... 4.00
Kane with Double-Fisted Weapons (2nd edition) ... 10.00 ... 2.25
Killspree with Slashing Blade Arms ... 18.00 ... 4.00
Killspree II with Ripping Forearm Blades ... 6.00 ... 1.25
Krule with Shrunken Heads 8.00 ... 1.75
Mojo with Wild Whipping Tail Action ... 8.00 ... 1.75
Mojo with Wild Whipping Tail Action ... 6.00 ... 1.25
Nimrod with Mutant-Seeking Missiles ... 8.00 ... 1.75
Pyro w/Mutant Flame Thrower ... 16.00 ... 4.00
Quark w/2-Fisted Quick Draw ... 8.00 ... 1.75
Rictor with Power Vibes 10.00 ... 2.25
Shatterstar with Dual Sword Action (1st edition) ... 8.00 ... 2.25
Shatterstar with Dual Sword Slashing (2nd Edition) ... 10.00 ... 2.25
Shatterstar II with Twin Slashing Swords ... 8.00 ... 1.75
Skyback with Extending Bio-Mechanical Arms ... 6.00 ... 1.25
Stryfe with Flip-Up Helmet (reveals identity) ... 18.00 ... 4.50
Sunspot with Explosive Power Punch ... 15.00 ... 3.00
Urban Assault Cable with Shoulder Cannon Blaster ... 8.00 ... 1.75
Warpath with Thunder Punch Action ... 15.00 ... 4.00
Warpath with Smashing Power Punch (2nd Edition) ... 10.00 ... 2.25
X-Treme with Axe Attack 8.00 ... 1.75

## X-MEN/X-FORCE (VEHICLES & ACCESSORIES)

**TOY BIZ (1992-CURRENT)**

8-Inch Mega Armor Storm (with Storm figure) ... ••
12-inch Rogue with removable costume ... 25.00 ... 6.00
12-inch Storm with removable costume ... 30.00 ... 7.00
12-inch Wolverine with removable costume ... 30.00 ... 7.00
Blackbird Jet ... 15.00 ... 4.00
Danger Room: Cyclops Light Force Arena ... 18.00 ... 5.00
Danger Room: Wolverine Combat Cave (Wal-Mart exclusive) 18.00 ... 5.00
Elec. Talking Wolverine 25.00 ... 6.00
Magneto Magnetron ... 18.00 ... 4.00
Mega Armor Wolverine 10.00 ... 2.25
Mini Blackbird Jet ... 15.00 ... 4.00
Mutant Hall of Fame (10 figures: Magneto, Cyclops, Professor X, Wolverine, Sauron, Archangel, Juggernaut, Sabretooth, Iceman, Apocalypse) 50.00 ... 12.00

# LI'L SHOT

## TOM PARIS FROM "THRESHOLDS"

**Star Trek (1995-1997)**

**Current prices: $8.00/$1.75**

Sentinel ... 25.00 ... 6.00
Wolverine Bump & Go Cycle ... 10.00 ... 2.25
Wolverine Jeep ... 15.00 ... 4.00
Wolverine Mutant Cycle (Wal-Mart exclusive, remote control) ... 18.00 ... 4.00
X-Men Headquarters ... 35.00 ... 9.00
X-Men Weapon X Lab ... 10.00 ... 2.25

## X-MEN 2099

**TOY BIZ (1995-1996)**

Bloodhawk ... 8.00 ... 1.75
Breakdown ... 8.00 ... 1.75
Brimstone Love ... 8.00 ... 1.75
Halloween Jack ... 8.00 ... 1.75
Junkpile ... 8.00 ... 1.75
La Lunática ... 15.00 ... 4.00
Meanstreak ... 8.00 ... 1.75
Metalhead ... 8.00 ... 1.75
Shadow Dancer ... 8.00 ... 1.75
Skullfire ... 8.00 ... 1.75

## X-MEN: AGE OF APOCALYPSE

**TOY BIZ (1995-1996)**

Apocalypse ... 8.00 ... 1.75
Cyclops ... 10.00 ... 2.25
Gambit ... 8.00 ... 1.75
Magneto ... 12.00 ... 3.00
Sabertooth ... 8.00 ... 1.75
Weapon X (Wolverine) ... 8.00 ... 1.75

## X-MEN: BATTLE BRIGADE

**TOY BIZ (1996-1997)**

Archangel (blue) ... 8.00 ... 1.75
Archangel (repaint: red, 50,000 ed.) ... 10.00 ... 2.25
Beast ("Age of Apocalypse," red and black) ... 8.00 ... 1.75
Beast ("Age of Apocalypse," repaint: classic blue-and-yellow, 50,000 ed.) ... 10.00 ... 2.25
Colossus (X-Men costume) 8.00 ... 1.75
Colossus (repaint: Acolyte costume, 50,000 ed.) ... 10.00 ... 2.25
Lady Deathstrike ... 10.00 ... 2.25
Lady Deathstrike (repaint: reds & browns are darker, 50,000 ed.) 12.00 ... 3.00
Patch Wolverine ... 8.00 ... 1.75
Patch Wolverine (repaint: 50,000 ed.) ... 10.00 ... 2.25

## X-MEN: CLASSICS

**TOY BIZ (1995)**

Beast ... 10.00 ... 5.00
Cyclops ... 8.00 ... 3.00
Gambit ... 8.00 ... 2.00
Magneto ... 8.00 ... 4.00
Storm ... 15.00 ... 4.00
Wolverine ... 8.00 ... 4.00

## X-MEN: CLASSICS LIGHT-UPS

**TOY BIZ (1996)**

Gambit ... 10.00 ... 2.25
Elektra (Psylocke repaint) 30.00 ... 6.00
Juggernaut ... 10.00 ... 2.25
Nightcrawler ... 12.00 ... 3.00
Psylocke ... 15.00 ... 4.00
Wolverine Stealth ... 12.00 ... 3.00

## X-MEN: GENERATION X

**TOY BIZ (1996)**

*Previously Generation X*

Banshee (black & yellow body) ... 9.00 ... 2.00
Banshee (blue & yellow body) ... 12.00 ... 3.00
Morrow ... 12.00 ... 3.00
Mondo ... 10.00 ... 2.25
The Protector ... 8.00 ... 1.75
White Queen (flesh legs) 18.00 ... 4.50
White Queen (white legs) 12.00 ... 3.00

## X-MEN: MUTANT ARMOR

**TOY BIZ (1996-1997)**

Heavy Metal Beast ... 8.00 ... 1.75
Iceman (crystalline armor) 8.00 ... 1.75
Professor X (astral armor) 10.00 ... 2.25
Quicksilver (blue) ... 8.00 ... 1.75
Quicksilver (repaint: black and white, 50,000 ed.) ... 8.00 ... 1.75
Wolverine (anti-magnetism armor) ... 8.00 ... 1.75

## X-MEN: NINJA FORCE

**TOY BIZ (1996)**

Dark Nemesis (a.k.a. Holocaust) ... 8.00 ... 1.75
Space Ninja Deathbird ... 12.00 ... 3.00
Ninja Psylocke ... 12.00 ... 3.00
Ninja Sabretooth ... 8.00 ... 1.75
Ninja Wolverine ... 8.00 ... 1.75

## X-MEN: ROBOT FIGHTERS

**TOY BIZ (1997)**

Cyclops with Apocalypse Drone ... 8.00 ... 1.75
Gambit with Drone ... 8.00 ... 1.75
Jubilee with Sentinel Hand ... 10.00 ... 2.25
Storm with Lightning Weather Sphere ... 10.00 ... 2.25
Storm (repaint: short hair, lost 100,000 ed.) ... ••
Wolverine with Sabretooth Simulator ... 8.00 ... 1.75

## YOUNGBLOOD

**MCFARLANE TOYS (1995)**

Crypt ... 12.00 ... 3.00
Die Hard ... 9.00 ... 2.00
Dutch ... 9.00 ... 2.00
Sentinel ... 9.00 ... 2.00
Shaft ... 9.00 ... 2.00
Troll (white stripe on shirt) ... 25.00 ... 6.00
Troll (no white stripe) ... 20.00 ... 5.00

# HOMEMADE HEROES

**THE ARENA FOR FAN-MADE ACTION FIGURES.**

## GRAND PRIZE

All of the following figures were made from plain old, ordinary figures and household materials. The talented Grand Prize Winner rides away with three statues from Comic Book Champions: Captain America, Amazing Fantasy Spider-Man and the Incredible Hulk! The Runner-Up scores two of the above statues, while everyone else gets one of 'em! Spectacular work, people!

COMIC BOOK CHAMPIONS™

A ton o' thanks to the folks at Comic Book Champions for the awesome prizes!

**LADY RAWHIDE**
**Steven Silvia of Saunderstown, R.I.**
Constructed out of a Toy Biz (TB) White Queen torso and legs, TB Black Cat hair, hands and upper-left thigh, TB Phoenix arms and a TB Psylocke head, this Lady Rawhide shines in its glory!

## RUNNER-UP

**DR. STRANGEFATE**
**Shawn Williams of St. Cloud, Minn.**
To make this Dr. Strangefate a true amalgam, Shawn used a Toy Biz Dr. Strange body, wood filler for the helmet, a Wet-Works (McFarlane Toys) Assassin One's arrow for the staff and some Testor model paint to touch up the costume.

## "EVIL DEAD" ASH

**Doug Miller of Silverdale, Wash.**

Bringing Bruce Campbell's character from the "Evil Dead" trilogy to life from a Toy Biz Tony Stark and some Super Sculpey, Doug really did fulfill Ash's famous line, "Give me some sugar, baby." This figure is sweet.

## JACK O' LANTERN

**Dan Buczynski of Pittsburgh, Pa.**

It's ironic this Jack O' Lantern figure is a repainted Toy Biz Spider-Man 2099 figure ('Cause Jack O' Lantern's arch-nemesis is Spidey...get it?).

## "STAR WARS" DROIDS

**Jim Heston of Hewitt, Texas**

Even using the Force won't tell us how Jim made these "Star Wars" droids that include (from left) an IT-O Interrogator, a Treadwell, a C2-RO and an S.E. Probe. Help us, Obi-Wan...

## MIRACLEMAN

**K. R. Keefauver of Mechanicsburg, Pa.**

We don't know what a U.S. Service Memorial Figure is, but when K.R. repainted one of 'em, he did justice to Alan Moore's classic Miracleman.

# HEY!

If you're interested in entering the homemade figure contest, send well-lit, clear, color photographs (No Polaroids, and put 'em in a cool or funny pose!), along with your name, address, description of how you created your figure, and your full phone number (including area code) to:

**HOMEMADE HEROES**
**c/o Wizard Press**
**PO Box 118**
**Congers, NY 10920-0118**

Dark Horse Comics & Bowen Designs Present:

# The SIN CITY "Dead On Arrival" Contest!

CONTEST!

SIN CITY—"A NICE PLACE TO DIE, BUT YOU WOULDN'T WANT TO LIVE THERE..." HMM. NOT EXACTLY THE PLACE FOR A QUIET, PEACEFUL VACATION, IS IT? WELL, GUESS WHAT? YOU *WENT* THERE FOR VACATION, AND CONSEQUENTLY, THERE'S SOME GOOD NEWS AND SOME BAD NEWS!

**The Bad News:** You were expecting a nice little vacation, but wound up dead instead.

**The Good News:** You could walk away with some exciting prizes!

**What To Do:** Sin City's medical examiner is a busy, busy man. So give him a hand by filling out your very own D.O.A. (dead on arrival) tag (provided below)! The most original cause of death could win you these deadly prizes:

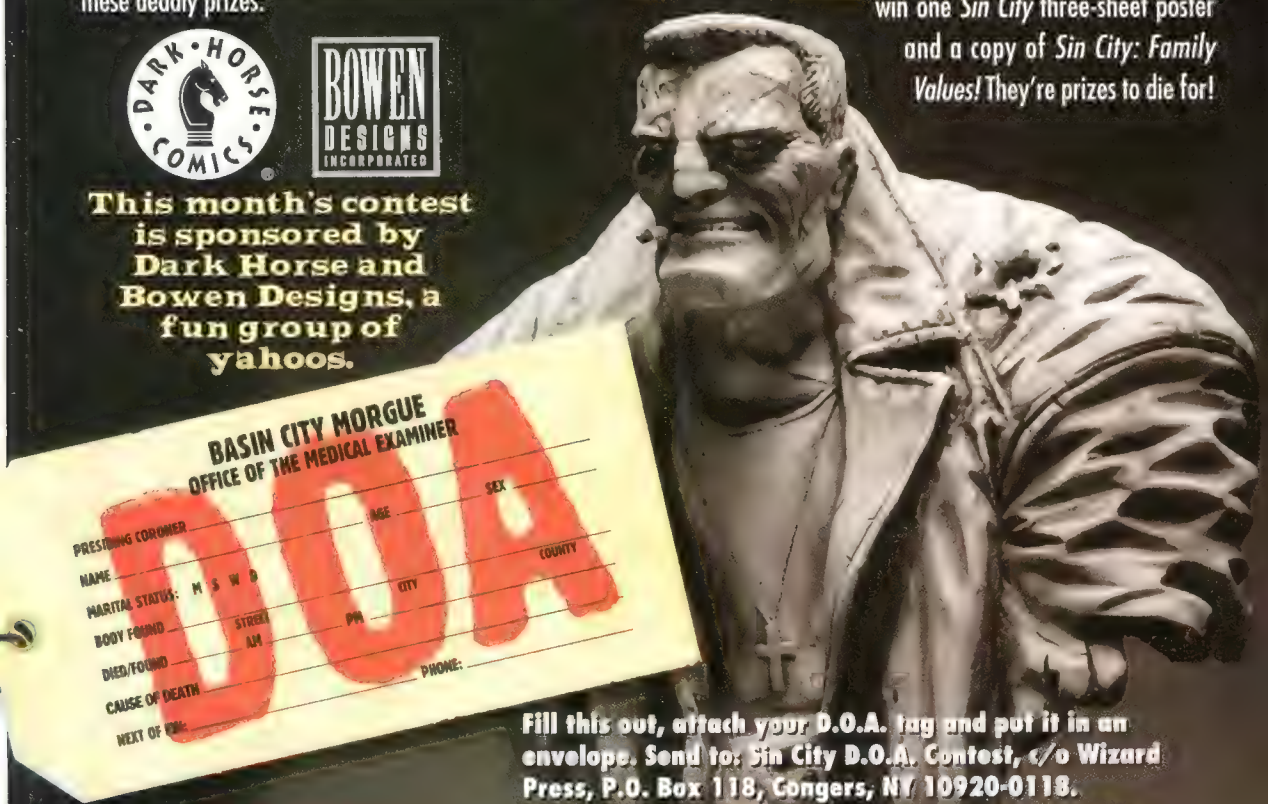
**Grand Prize (1):** One lucky *victim* will win a prototype bust of Sin City's very own Marv! This bust will be hand-painted and signed by sculptor Randy Bowen and additionally signed by *Sin City* creator Frank Miller! Plus, you'll also receive a *Sin City* three-sheet poster (Good for any wall!) and a copy of *Sin City: Family Values*. It's Sin City or bust!

**Second Prize (10):** Ten second prize victims will win one *Sin City* three-sheet poster and a copy of *Sin City: Family Values!* They're prizes to die for!

DARK HORSE COMICS

BOWEN DESIGNS INCORPORATED

**This month's contest is sponsored by Dark Horse and Bowen Designs, a fun group of yahoos.**




**Fill this out, attach your D.O.A. tag and put it in an envelope. Send to: Sin City D.O.A. Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.**

**Deadline is September 30, 1997.**

## Sinful Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Dark Horse, their immediate families and whoever brought Elektra back to life. Oooo... Frank Miller must think you're a Mr. Poopy-Pants. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: Sin City D.O.A. Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Please, no body parts delivered through the mail. No cash equivalent or substitute prizes will be offered. Prizes are awarded at the names of the contest winners and are not transferable. Man, we can't get enough of Miller drawing naked chicks with venetian blind shadows on their bodies. Mmmmmm! Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. **All entries must be received at contest headquarters by September 30, 1997.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. No entries were harmed during the creation of this contest. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on originality and creativity from among all properly completed entries by Wizard Press. Winning entries will be selected on or about October 15, 1997.

For a list of winners, available after October 15, 1997, send a self-addressed stamped envelope to: Sin City D.O.A. Winners List, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

# Sin City D.O.A. Entry Form

**DEADLINE IS SEPTEMBER 30, 1997!**

Name _____ Date of Birth _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____

Cause of death _____

a look at some cool stuff with an alternative twist

# Dazed and Confused

## Ed Brubaker puts a twist on realistic tales in his new comic 'Detour'

On the road of life, cartoonist Ed Brubaker has taken a *Detour*. Best known for his semi-autobiographical comics series *Lowlife* and various writing credits from Vertigo, Brubaker is hoping to give his work a new sense of maturity and sophistication with his latest efforts, the one-shot *At The Seams* and the upcoming regular series *Detour*. In fact, Brubaker might just be creating reality-based comics that, as strange as it might sound, could possibly rival the work of contemporary short-fiction writers.

"The stories are realism-based, but there are elements of non-reality in them," Brubaker explains. "The first issue of *Detour* is a story about a guy who lives in a city that is basically San Francisco, but in a world where there are earthquakes every day." Fans of Brubaker's earlier comics will recognize this move for what it is—a definite change of direction.

Brubaker was moved to add new elements to his comic work when he began to feel the limitations of autobiographical comics. With a series named *Lowlife*, people made some assumptions about Brubaker and his work that he's currently trying to disprove. "I felt kind of trapped by the name *Lowlife* and the whole slacker feel. Anytime anyone saw my comic they immediately thought it was going to be about guys hanging out and whining about how pathetic their lives are and how no one loves them. You can only put up with that for so long."

In his new books, Brubaker plans to use elements of fantasy as a way to explore various themes in his stories. The difficult thing is keeping the non-realistic details in the background. "These are all just little elements. If you're reading the story and weren't paying too close attention, you wouldn't even notice it wasn't taking place in a normal world. The symbolism of the story is sort of a fear of the future and the way things seem to be going. I'm trying to use physical things as metaphors for the way people get detached or the way the outside world keeps creeping in and in."

While this may sound a bit heavy and depressing, Brubaker plans to lighten up each issue of *Detour* with a series of back-up stories that relate personal memoirs about growing up obsessed with comics. "They're actually not as bad as that may sound!" Brubaker laughs. "They're going to be bittersweet memoirs about life in the '70s that all involve comics somehow. One of my earliest memories was my dad plopping down a big stack of comics he'd gotten from some friends at the office. These stories will probably be the most autobiographical things I've ever done."

Brubaker is well aware that stories about comic books might alienate some readers who didn't grow up immersed in four-color superheroes. "I think the elements of the comic-collector aspect of it are downplayed enough where they boil down to just memories about being a kid and the innocence of the time period compared to the way the world is now. I'm mainly doing them to please that side of myself that did grow up reading a bunch of Marvel and DC comics. This is who I am as well. I'm a little turned off by how cynical and dismissive most alternative cartoonists are about the stuff they actually grew up reading."

Perhaps Brubaker's intimate knowledge of comics has tipped him off to the enormous potential of the medium. "In comics you can pretty much do whatever you want. It's free!

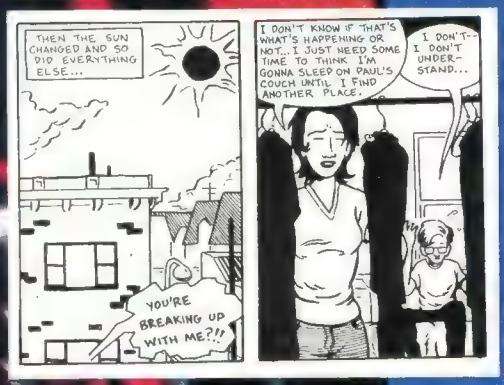
Christopher, the protagonist from Brubaker's *Detour*, keeps a watchful eye out for earthquakes.

by tom palmer jr.

# at the seams

Ed Brubaker

Left: Reality bites in *At the Seams*. Below: Ed Brubaker mixes realism and fantasy to set a surreal tone.




If I want to [create] an earthquake every day, I don't have to actually go out and videotape it or pay millions of dollars to simulate it. I can just draw some wreckage on the page."

Doing this convincingly has forced Brubaker to focus more on his art. He claims the biggest improvement came when he switched inking tools. "Using a brush has made my art get a lot better. I tried inking with a brush when I was a teenager and gave up when I realized it was too hard to master. I tried picking it up again two years ago and I wish I never quit. I'm just getting to the point where I can look at a page I just finished and go, 'This looks pretty good.' "

Using a brush has also forced Brubaker to re-evaluate other aspects of his art. "Once I started inking things with a brush I realized how much stuff I didn't know how to draw. I don't know why it never occurred to me before to go out and actually shoot photos for reference and go out and draw stuff from life, or look through magazines and look at people's faces and try to draw different kinds of people. I guess I was just incredibly lazy. I've been forcing myself to work a little harder and get better."

Surprisingly, Brubaker has found that all his research doesn't take that much effort. "I think one of the reasons I put it off for so long was because I thought it would take so much extra time, but it really doesn't. I have to draw a lot of pigeons in the first Detour, and it wasn't that big of a hassle to get a camera and go to the park near my house and take a roll of film with pigeons."

Brubaker also plans to improve his art through some good old-fashioned discipline. "I'm pushing myself to draw five days a week for at least four hours a day. It doesn't sound like very much, but on a day when I feel like crap, if I force myself to draw I'll end up getting a lot done on a day where I would have just watched TV or read a book and then felt bad the next day because I didn't do any work."

It's a good thing he's committed to drawing for work, because Brubaker has a lot planned for his new series, including a collected graphic novel. "Hopefully the comics industry won't go belly-up in the next three years! My commitment with the comic is to get it out three times a year. I figure that even at my laziest I should be able to get a comic out that often."

*Before becoming a freelance writer, Tom Palmer jr. lived among a family of wild pigeons. Insert your own bird poop joke here.*

## F.Y.I.

*At the Seams* is on stands now from Alternative Press. If you can't find a copy, drop them a line at 611 NW 34th Drive, Gainesville, FL 32607 (sample issues are $2.95 plus $1 for shipping). You can also give them a call at (352) 373-6336 or check out their website at **www.indyworld.com**. A collection of *Lowlife*, titled *A Complete Lowlife*, is due out from Black Eye Productions. Write them at 1030 St. Alexandre Suite 5, Montreal, Quebec, Canada H2Z 1P3 or catch them on the Web at **www.blackeye.com**.

## Ed Brubaker's Picks

"Of course, I read stuff like *Eightball*, *Acme Novelty Library* and everything Jim Woodring does. I also like *Pickle*, *Smell of Steve*, *Berlin*, *The Sands*, *Nowhere*, *Palooka-Ville*, *Black Hole*, *Dirty Plotte*, *Spectacles*, *Yikes* and whatever Joe Sacco is working on."

## Recommended Reading

**No Love Lost** Ariel Bordeaux got her start in mini-comics, and *No Love Lost* is her first full-length work in the world of full-size comics. This little story is quite an impressive effort. Inside the pages of this book you'll meet Emma and Jed, a couple stuck in a relationship that is going absolutely nowhere. The interesting thing about the story isn't where their relationship ends up, but in the way that Bordeaux conveys their tale. She has a knack for conversational dialogue and at times her comics can be brutally honest. Don't miss out on this intriguing comic from a promising newcomer. For more information, write to Drawn & Quarterly Publications, P.O. Box 48056, Montreal, Quebec, Canada H2V 4S8 or go to **www.egcite.com/quarterly** and check out the company's new website.

**Nowhere** This series has got to be the best-looking comic on the stands. Debbie Drechsler illustrates her comic entirely in two colors (green and sepia), giving the series a unique and very unsettling feeling. The story deals with the life of Lily, a young girl who feels lost and isolated after moving to a new town, so Drechsler's distinctive art is all the more appropriate. *Nowhere* is also published by Drawn & Quarterly, so check out the ordering information above.

# THE SKINNY

Comic book REVIEWS from the *Wizard* Editors

**THE SCORING**

6 THE BEST | 5 EXCELLENT | 4 GOOD | 3 SO-SO | 2 UGH | 1 CRAPOLA

# WOLVERINE

## ...but what he does is nothing new

**Issues Reviewed:** #108-#114
**Genre:** Superhero action/adventure
**Publisher:** Marvel Comics
**Creative Team:** Larry Hama, Anthony Winn, Dan Green, Leinil Francis Yu and Edgar Tadeo
**Price/Frequency:** $1.99/Monthly

**What You Need to Know:** Plagued by contradictory memory implants, the Canadian mutant Logan (a.k.a. Wolverine of the X-Men) searches for the answers to his past and helps innocents along the way.

**The Good:** The new penciler on this book, Leinil Francis Yu, is very good and fits Wolverine's adventures that have ninjas and superhuman Japanese; the art sports manga elements, but avoids the cartoonier elements of that style. Another aspect of the artwork being so good is that Wolverine is drawn proportionately correct for someone of his short height. (His 5-foot-3 frame is something that's rarely paid attention to.)

With Yu's arrival, the current team has decided to show Logan more in his complete costume, instead of with that silly bandanna on his head or out of costume altogether. And it's about time, since Wolverine has one of the best costumes out there.

This character also has a lot of history to draw from, with connections to the X-Men titles and from Wolverine's own personal history. Add that to the depth of this character's personality and you have a solid base for this title to run with...

**The Bad:** ...Except the base concept of this book is all we get. Yes, we *know* Wolverine has a struggle with his inner animal instincts. Yes, we *know* he has enemies in the ninja organization known as The Hand. Yes, we *know* he doesn't get along with Lady Deathstrike (and a bear once in a while). These tired ninja-style adventures have been covered *ad nauseam* since the original *Wolverine* mini-series 15 years ago, and there's nothing new being done with them. Why not toss a little variety Logan's way in the form of Absorbing Man or Carnage?

Speaking of tired, the bone claws schtick has gotta go. A big part of Wolverine's edge was the fact that his adamantium claws were razor-sharp and he could kill anyone at any time. The bone claws were interesting at first, but after four years they've become dopey. The wait for the adamantium claws' impending return is getting (yawn) boring.

The book also has a few basic flaws, like having a different supporting cast each storyline totaling in numbers of two to three. This takes focus off of Wolverine; if we wanted a team book with Logan, we'd pick up the X-Men books.

**The Buzz:** The writing will soon be taken over by Steven T. Seagle (*Alpha Flight*, *Sandman Mystery Theatre*), who wants to bring back the adamantium. Hopefully, Marvel will let it happen.

**The Skinny:** This book is currently going through the motions of a Wolverine comic. All the characters and storyline are there, but there is nothing different being done with it.

*Finally! Wolvie's back in costume (and with great art, to boot). Now if only those adamantium claws would return...*

*Wolverine fighting ninjas. How original.*

**The Verdict:** 2 UGH

# THE DARKNESS

## Dark means light

**Issues Reviewed:** #1-#5
**Genre:** Superhero action/adventure
**Publisher:** Image/Top Cow
**Creative Team:** Garth Ennis, Marc Silvestri and Batt
**Price/Frequency:** $2.50/Monthly

**What You Need to Know:** Mafia hitman Jackie Estacado recently discovered his bloodline holds the powers of the Darkness, which he has recently acquired. Now he has unlimited and violent powers, but cannot have sex in fear of dying when he passes his powers to his child.

**The Good:** This book is one of the most visually appealing comics on the market. The dark art is extremely appropriate for this title, and the coloring effects are extraordinary, enhancing character designs and mood. The Angelus warriors, for instance, in armored form, are the perfect example of color-aided design (and that's not to mention the fact they're cool to begin with).

And the stories are fun and energetic. Sure, Jackie's a cold-hearted killer but after the uproarious situations he's put in, you can't help but like him. It's a riot to see that when he learns it's too dangerous to have sex, he doesn't even want to go on living. It's a little goofy, yes, but when played against the over-the-top violence, it ends up being entertaining.

Mix this dark humor into the background history that intertwines the power of the Darkness to Top Cow's other heavy-hitting title *Witchblade* and you have a sense of a bigger picture.

**The Bad:** There's not much else to the book besides its premise. So far, it's been "Jackie has the Darkness, Lord Sonatine wants to control him, and the Angelus wants him dead." That's just about it. There isn't much subtlety to anyone's plans, and, so far, the story is overly simple.

Also, there are elements to this book that aren't explained. If Jackie is the inheritor of the Darkness, then why does Sontaine have Darkness powers as well? We thought it was hereditary. Also, the Darkness lets Jackie create anything he can understand (meaning he could create a woman if he knew exactly how a living human works, but he doesn't and so he can't), so how can he create little imps? He certainly doesn't understand how their life functions work, does he?

Lastly, beyond the spirit of fun, the heavy violence and sexy poses that women strike can be a bit gratuitous at times.

**The Buzz:** Garth Ennis is taking a hiatus, and the *Witchblade* team of Christina Z. and David Wohl will take over the writing until he returns. Expect a crossover storyline between *Darkness* and *Witchblade* in the fall.

**The Skinny:** A fun book with a simple plot, *The Darkness* is an entertaining one-trick-pony. The true test of the book's strength will be where the storyline goes after it's finished introducing the characters and the Darkness' background.

*Goofy cliffhangers and plot elements like this make The Darkness a fun read.*

*This book has an awesome marriage of art and color.*

**The Verdict:** 4 GOOD

# STARMAN

## This book needs to come back to Earth

**Issues Reviewed:** #41-#48
**Genre:** Superhero action/adventure
**Publisher:** DC Comics
**Creative Team:** James Robinson, Tony Harris and Wade Von Grawbadger
**Price/Frequency:** $2.25/Monthly

**What You Need to Know:** Son of the Golden Age Starman, Jack Knight has reluctantly taken on the role of Opal City's protector, as the city's newest Starman. Armed with a cosmic rod that gives him flight and emits energy blasts, Jack continues the good fight his father started decades ago.

**The Good:** *Starman* is filled with such rich characterization that everyone comes across as real. Jack Knight himself is an easy character to get into, and doesn't carry too much baggage. And the villains in this series have such a sense of humanity. At one point, Copperhead carries on a realistic-sounding conversation with a shop owner, as he tries to buy an antique transistor radio for his collection. (Issues #27 and #29 accent this quality the best.)

There's a definite mood to this book: dark and occult-like. The art plays a big role in establishing that atmosphere with a unique style, setting *Starman* apart from the rest of DC's titles.

There's a lot of interesting history in this book, centering on the lineage and the legacy that surrounds the "Starman" name and the many people who've held it over the years.

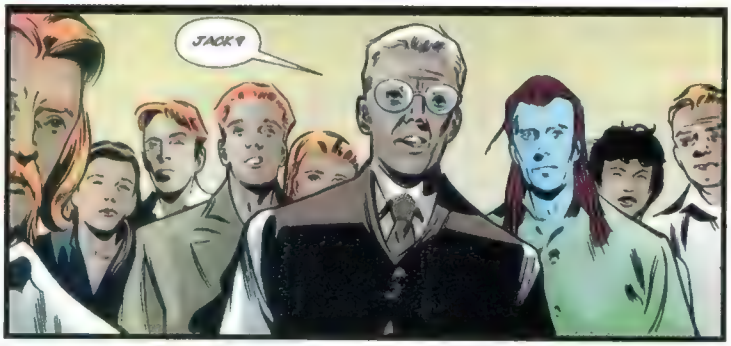
**The Bad:** ...Head...hurt...! With less-than-zero story recaps, little basic character explanations (Uh, just what can Starman do?) and tons of unexplained supporting characters (the O'Dare family, specifically), *Starman* is a very confusing book. The "Demon Quest" three-parter (#24-#26) is extremely incoherent for a new reader who might've heard about the "buzz" on the book. (Thankfully, *Starman* recently plugged in a "What's Happened Before" box—but why's it in the letters page where readers have to read the issue first to get to it?)

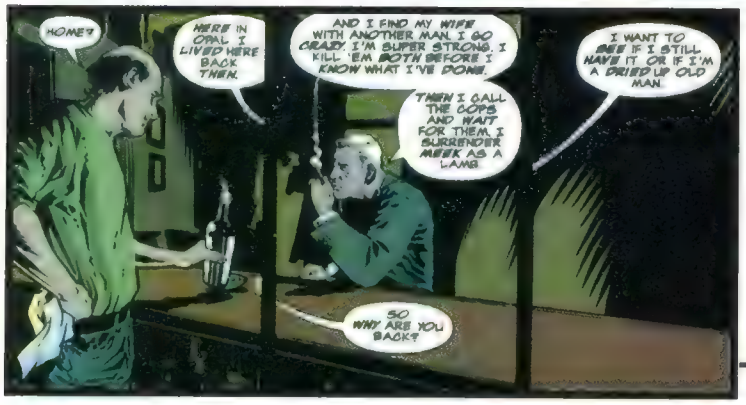
While issue #29—which was an intentional "jump-on" issue for new readers—succeeded in bringing new readers up to date, it did so through *five full pages* of prose! It's certainly an intimidating way to bring in new readers who might not want to plod through it; instead, why not use those pages to recap in the story itself? (On the flipside, though, #29's story was excellent, so we hope new readers hung in there to enjoy it as much as we did.)

Adding to the confusion was the most recent storyline "Infernal Devices" (#30-#33). Besides having a mysterious pirate kick off the storyline and disappear in part three without resolving his problem, this four-parter ended on a *cliffhanger*, necessitating an annoyingly unannounced fifth part.

**The Buzz:** James Robinson's quickly gaining new readers as he takes on high-profile books like *Generation X* and *Cable*. Those fans may soon be moving over to *Starman* to see more of his work.

**The Skinny:** There are so many rich characters, heavy history and interesting concepts in *Starman*, but unfortunately they're all lost in a sea of confusion.



*Starman suffers from too many supporting characters with little information given about them.*

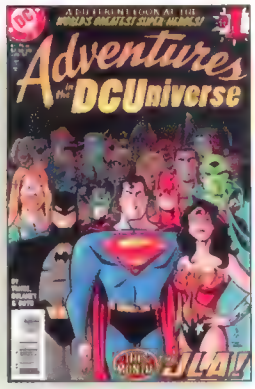
*The characterization is fantastic—particularly with villians such as Bobo Benetti.*

**The Verdict:** 3 SO-SO

# ADVENTURES IN THE DC UNIVERSE

## Kid-tested, 'Wizard' approved

**Issues Reviewed:** #1-#5
**Genre:** Superhero action/adventure for kids
**Publisher:** DC Comics
**Creative Team:** Steve Vance, John Delaney and Ron Boyd
**Price/Frequency:** $1.75/Monthly




**What You Need to Know:** Set outside regular DC continuity, all the adventures in this title exist as if they were part of the same universe that the "animated-style" books like *Batman & Robin Adventures* and *Superman Adventures* inhabit.

**The Good:** Not only is this book easy to get sucked into, it'll grab younger readers in particular, which is its intended goal. You're given everything you need to know about these characters within each self-contained issue; all the origins are recapped quickly and cleanly, without bogging you down. And with a lot of supporting characters (like Flash's girlfriend Linda Park in issue #2 or Wonder Woman's friend Mike Schorr in issue #3), *Adventures in the DCU* might as well be part of DC continuity. It's got all the main and side characters, just with a bit of the edge taken off. Because of this, *Adventures* is a great stepping-stone to the DC Universe for both new and young readers.

Unlike other kid-oriented books on the market today, *Adventures* actually takes the time to introduce secondary characters that are relevant to the story and main characters. These stories are not contrived, but instead are neat little tales that get to the essence of what these superheroes are all about. Not only that, but you get a short back-up story each issue.

Plus, it's really neat seeing your favorite DC characters in a cartoony format, *and* a different main character is used each month allowing a breath of fresh air.

*The book is excellent with recapping origins.*

*The plot twists used are simple, yet fun.*

**The Verdict:** 4 GOOD

**The Bad:** The title's main problem, however, is that some of the stories don't give enough closure. While the good guys win in issue #1, you never learn who the mysterious villain is (four issues later, you still don't). And in issue #4, Green Lantern's enemies constantly mention Darkseid, but this "Darkseid" fella is never shown, leaving newcomers wondering what's so bad about him.

While the rotating cast does keep things moving, it also makes the book inconsistent. From month to month, readers really have nothing to grab onto except for the general style of the series.

Oh, and if this book is really aimed for kids, why the $1.75 cover price? DC should take a cue from Marvel's 99 cents line, and go with a more allowance-happy price for kids.

**The Buzz:** There really isn't much buzz with this series. But wouldn't it be cool to see a real cartoon with these heroes? (You listening, Warner Bros.?)

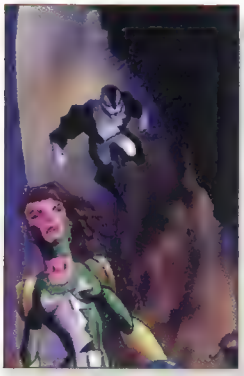
**The Skinny:** With simple, yet entertaining stories, *Adventures in the DC Universe* is a fun and innocent read that sets out to introduce readers young and old to the DC Universe, and it succeeds wonderfully. W

# PICKS

BEHOLD!

THEY'RE MAD, I TELL YOU!

## THE MUST-READ COMICS SHIPPING IN AUGUST



ALPHA FLIGHT #3

BATMAN: THE LONG HALLOWEEN #11

TITLES DENOTED WITH A **MR** CONTAIN MATERIAL THAT'S SUGGESTED FOR MATURE READERS.

### ADVENTURES IN THE DC UNIVERSE #7

**DC COMICS** When that evil, bald-headed Dr. Sivana kidnaps Captain Marvel's alter ego Billy Batson and steals the power of Shazam, it's up to the rest of the Marvels (that'd be Mary and Cap'n Marvel Jr.) to rescue their friend. The only problem: getting through Sivana's partner in crime…Black Adam. By Steve Vance, John Delaney and Ron Boyd. **$1.75**

### AKIKO #17

**SIRIUS** And now for something completely different. *Akiko*'s about a little Earth girl (that's Akiko) and her friends from the planet Smoo, who go on all sorts of wild and dangerous adventures in outer space. There's the lovable one-legged rogue Spuckler, his hysterically sarcastic robot Gax and the mysterious floating smiley-face called Poog. Think "Wizard of Oz" meets "Star Wars" and you've got an idea of what *Akiko*'s like. Anyway, in this issue, Akiko must invoke some special magic words to defeat the evil Queen Rellapor and save the Prince of Smoo. By Mark Crilley. **$2.50**

### ALPHA FLIGHT #3

**MARVEL** Canada's greatest heroes (read: *only* heroes) face Chinook, the deformed, misshapen freak who was sucked into a black hole at the end of the *Alpha Flight Flashback Special*. As Alpha Flight struggles to beat its foe, so shall we struggle not to make fun of the team for letting a midget join its ranks. By Steven T. Seagle, Scott Clark and Chris Carlson. **$1.99**

### AQUAMAN #37

**DC COMICS** This story ties into DC's "Genesis" crossover, in which all the world's heroes find their powers altered or removed when a cosmic wave contracts across the galaxy. Taking advantage of this, the would-be world conqueror Darkseid sends a troop of Parademons to occupy Aquaman's home city of Poseidonis and destroy Aquaman. By Peter David, Jim Calafiore and P.L. Palmiotti. David says, "One of the Parademons becomes separated from the rest of the group, and the meat of the story is the focus on this one particular Parademon—this being who is part of this lifeform created to have no sense of independence whatsoever. No sense of soul, no sense of self. And this one particular Parademon, who doesn't even have a name, slowly starts to develop a sense of self." **$1.75**

### BATMAN: THE LONG HALLOWEEN #11 (OF 13)

**DC COMICS** We heartily recommend you avoid attending the birthday party for mob boss Carmine "The Roman" Falcone. The killer Holiday (who just loves to shoot Falcone's friends and associates) is on the loose, making attendance at the party only slightly less risky than breaking up with Alanis Morissette. Meanwhile, Batman searches for Holiday, and wiseguy Sal "The Boss" Marone goes before a judge and squeals like Michael Jackson. By Jeph Loeb and Tim Sale. **$2.95**

BIRDS OF PREY: WOLVES

BLOODY MARY: LADY LIBERTY #2

GREEN LANTERN #91

MAGE: THE HERO DEFINED #2

## BIRDS OF PREY: WOLVES

**DC COMICS** This one-shot sees the babe team-supreme of Oracle (that be the now-wheelchair-bound Batgirl) and Black Canary (she used to sleep with Green Arrow before he became a kid) face their greatest challenge: going their separate ways. By Chuck Dixon, Dick Giordano and Wayne Faucher. **$2.95**

## BLOODY MARY: LADY LIBERTY #2 (OF 4)

**HELIX/DC COMICS** The assassin Bloody Mary and her crazed partner Major parachute into war-torn Harlem to prevent the evil (and very virile, apparently) Reverend Achilles Seagal from fathering 144,000 children. Oh yeah, and they also have to liberate New York from Seagal's grasp, something that might be hard to do since it's just Mary and Major vs. Seagal and his thousands of followers. By Garth Ennis and Carlos Ezquerra. **$2.50**

## THE COPYBOOK TALES #6

**SLAVE LABOR GRAPHICS** This issue's cover parodies *Uncanny X-Men*'s "Days of Future Past" (#141-#142). Inside, however, our young hero Jamie goes on a hellish date with a psychic who probably charges him like $2 per minute just to *talk* with her and then slaps him silly before he can even ask for some booty. By J. Torres and Tim Levins. **$2.95**

## DAREDEVIL #368

**MARVEL** The demented Omega Red shows up in Hell's Kitchen to ask directions to the MOMA from Daredevil, but surprisingly, the two end up beating the royal snot out of each other. Daredevil's ex-lover the Black Widow shows up, too, making it one of those *ménage a* somethingorothers. By Joe Kelly, Gene Colan and Bud LaRosa. Says Kelly, "Over the last couple of months, anytime we've seen Natasha [Romanova, the Black Widow], she's been kind of riding the fence: Is she the avenging Avenger, is she good or has she lost faith in the superhero dream? In this issue, we see her take things very much to the extreme. She's even gone so far as to put on the old costume again—the Black Widow [outfit] with long hair and the full black costume. By the end of this issue, she's gonna be on a most-wanted list." **$1.99**

## FANTASTIC FOUR #12

**MARVEL** The planet-eating Galactus shows up at Earth's doorstep wearing a grin and a napkin the size of Saturn. He's hungry, and the Fantastic Four have to stop him before he stuffs his face. To do so, they might need some help from their arch-foe Dr. Doom. This ish begins a four-parter that crosses over into all the "Heroes Reborn" titles. By Jim Lee, Brandon Choi, Brett Booth and Tom McWeeney. **$2.99**

## GENERATION X #31

**MARVEL** The Generation X kids find themselves trapped by the robotic, mutant-hunting Sentinels. Worse, their teacher the White Queen delivers the mute mutant Penance into the hands of the team's greatest foe, Emplate. Plus, the secret of the autistic mutant M will finally be revealed in this issue...but only if you're really good and eat your Brussels sprouts. By James Robinson and Chris Bachalo. **$1.99**

## GREEN LANTERN #91

**DC COMICS** It's a bad day for Kyle Rayner (a.k.a. Green Lantern), as his Green Lantern ring loses its power when a wave of energy contracts across the DC Universe. (Yep, it's that damn "Genesis" crossover again.) Helpless, he's captured and experimented upon by Darkseid's evil flunky Desaad. By Ron Marz, Darryl Banks, Georges Jeanty and Terry Austin. **$1.75**

## HEPCATS #8

**ANTARCTIC PRESS** The mystery man who's been stalking Erica breaks into her and Arnie's house. Now Arnie's pretty sure

## READ THIS BOOK!

## UNTOLD TALES OF SPIDER-MAN #25

**MARVEL** Turn out the lights, because the party's over on this baby. After this issue, *Untold Tales of Spider-Man* will be no more. Sniff. It's a shame, too, because this was a really great comic, and certainly the best of today's Spider-Man books by about a mile and a half. The series goes out on a high note, as Spider-Man (a.k.a. Peter Parker) is forced to battle the original Green Goblin. Along the way, Peter (who's mere days away from his high school graduation) meets Professor Miles Warren, his soon-to-be science teacher in college and the nine-volt idiot who started the whole messy Spider-Clone fiasco back in *Amazing Spider-Man* #149. By Kurt Busiek, Pat Olliffe and Bob McCleod. Busiek says, "It's the last issue, so we're going out with a bang—Spidey vs. the Green Goblin—and it's gonna happen on the day that Peter is checking out colleges. So he's going to be visiting the campus of Empire State University, where, of course, he'll eventually be going."

MAJOR BUMMER #3

PRIDE AND JOY #4

Erica knows who this guy is, but she sure ain't telling. That, and the characters all have heads of animals. Weird. Good, but definitely weird. By Martin Wagner. **MR $2.95**

## HITMAN #19

**DC COMICS** "Ace of Killers," Part 6 (of 6). Etrigan the Demon has the Ace of Winchesters, the only weapon powerful enough to kill the demonic Mawzir. Now, Tommy Monaghan (a.k.a. Hitman) must form an alliance with Etrigan to get the weapon and save his friends, Catwoman, Tiegel and Natt. By Garth Ennis and John McCrea. And in *Hitman Annual* #1, Tommy is hired to assassinate a bloodthirsty superhero killer named MANKO in a sleepy Texas town. By Garth Ennis and Carlos Ezquerra. ***HITMAN* #19—$2.25; *HITMAN ANNUAL* #1—$3.95**

## JINX #2

**IMAGE** Jinx the bounty hunter takes some time out from her busy schedule of hunting down desperate, sweaty criminals to reveal to her boyfriend Goldfish just why she chose her current career. This issue should also reveal why any rational human would choose to be called "Goldfish." By Brian Michael Bendis. **$2.95**

## JLA #11

**DC COMICS** "Rock of Ages," Part 2 (of 6). The JLA follow their evil duplicates, the Revenge Squad, to a satellite in space, where they discover the Squad's really working for the maniacal Injustice Gang. Back on Earth, Lex Luthor hatches a plot to take over the JLA and begins to examine the "Rock of Ages," a mysterious crystal with cosmic powers. Ooh. By Grant Morrison, Howard Porter and John Dell. **$1.95**

## KA-ZAR #6

**MARVEL** The rampaging, not-so-super villain Rhino drops in on New York City for some unbridled destruction. Alas, Ka-Zar is on hand to stop him, but the Rhino may well be too tough for our hero. We wish the Rhino the best, if for no other reason than it must be pretty embarrassing to lose a fight to a man in a loincloth. By Mark Waid and Pino Rinaldi. "Within the first three pages," Waid says, "the Rhino pretty much destroys the Museum of Natural History, and it gets worse from there. The Rhino is truly on a rampage and it's all Ka-Zar can do to contain him. Ka-Zar is really no match for the Rhino, and we're very clear about that." **$1.99**

## KANE #18

**DANCING ELEPHANT PRESS** As officers Donahue and Perez return to active duty, a bunch of police officers from the New Eden Police Department take the night off. (We suspect they can be reached at Donut World.) While Perez and Donahue clean up the streets, rumors fly that there's something sinister lurking in the city's sewers. We're thinkin' RuPaul. By none other than Paul Grist. **$3.50**

## MAGE: THE HERO DEFINED #2

**IMAGE** Kevin Matchstick (who possesses the qualities and abilities of King Arthur) and his pal Joe Phat (with a name like that, you just know he gets all the babes) meet Kirby Hero, another person with the powers of a legendary warrior. Together, the trio must vanquish a group of evil bird-women (called harpies), and only Matchstick's magical baseball bat has power enough to do the job. Terry Gilliam is set to direct the film version. By Matt Wagner. **$2.50**

## MAJOR BUMMER #3

**DC COMICS** Superhuman slacker Lou Martin gets to fight real, live supervillains, but is his heart into it? While Martin's off brawling, Zinnac and Yoof (the aliens who gave Martin his powers) do some tinkering on video cameras, TV sets and life-support systems to create some wacky device. Funny, funny stuff. By John Arcudi, Doug Mahnke and Tom Nguyen. **$2.50**

## POISON ELVES #26

**SIRIUS** Our buddy Lusipher (who happens to be an elf) tries to put his life back together, while Morachi and Talon plan to make his life a little worse by ending it. Good, clean, wholesome elf-fun. By Drew Hayes. **$2.50**

## PREACHER #30

**VERTIGO/DC COMICS** The trio of Jesse Custer, his girlfriend Tulip and Cassidy the vampire visits New Orleans and encounters a bunch of blood-draining vampires. While there, they meet up with a deformed person whose face looks strangely like…a butt. By Garth Ennis and Steve Dillon. **MR $2.50**

## PRIDE AND JOY #4 (OF 4)

**VERTIGO/DC COMICS** Jimmy Kavanaugh, a man with a sordid past, continues to run from a hitman. Here, Kavanaugh's greatest secret is revealed, the mastermind behind the plot is unmasked and we'll finally learn if Jimmy can reconcile with his son. All that, and Scooby gets a well-deserved Scooby Snack! By Garth Ennis and John Higgins. **MR $2.50**

## QUANTUM AND WOODY #7

**ACCLAIM** The alleged scum who might have killed both Quantum and Woody's fathers is alive and living at his mom's house. When Quantum goes looking for vengeance, he gets his butt handed to him by a frying pan-wielding mother. Plus, the return of Woody. Hoo-hah! By Christopher Priest, MD Bright and Greg Adams. **$2.50**

## RED ROCKET 7 #1 (OF 7)

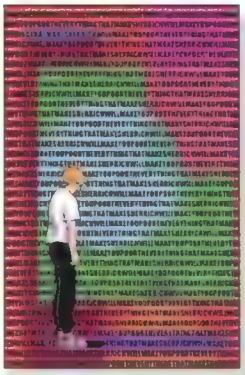
**DARK HORSE** Rock star Red Rocket 7 is a little, shall we say, unusual. For one thing, he's shot at by aliens right in the middle of one of his concerts. For another, he looks exactly like a man named Red Rocket 5. Not to mention the fact that he's

got a big ol' 7 slapped on his forehead. Could 7 be more than your average human? We'd bet a fiver on it. By Mike and Laura Allred. "There's this big intergalactic science-fiction story taking place," says Mike, "while at the same time, the backdrop contains all of these moments in history, specifically the history of rock 'n' roll. It's kind of epic." **$3.95**

## RIB #2

**CALIBER** Rib, the human-sized worm, travels to Metro City's police station to see how his wormy brothers are being treated by humans. There, he meets Lu, the ex-pugilist (that's a boxer, for you lowbrow folks), who teaches Rib the proper way to take a dive and how to pretend like he's just taken a groin shot. Wow, fun *and* educational! By Andrew Ford and Michael Kellegher. **$2.95**

ROBIN #46



STRANGERS IN PARADISE #8

## ROBIN #46

**DC COMICS** While the rest of DC's heroes find their powers actin' all wacky (thanks to that pesky "Genesis" crossover), the Boy Wonder's faith is shattered when he's unable to prevent gang member Young El from drowning. By Chuck Dixon, Staz Johnson and Bob Smith. Dixon says, "The events in 'Genesis' impact on Robin's life at a very bad time—right when he's beginning to question his value to Batman as a partner. This is all made worse when [Young El] dies and Robin is helpless to prevent it. This issue will impact probably the next six months of *Robin*, as Robin goes on an international voyage of discovery to complete the training that he never really completed." **$1.95**

## SANDMAN MYSTERY THEATRE #55

**VERTIGO/DC COMICS** "The Crone," Part 3 (of 4). The Golden Age Sandman is hot on the trail of a killer with a mad-on for wasting radio actors and executives. The killer doesn't just want to increase the body count, though; he (Or she!) wants to destroy the radio industry altogether. In the midst of the investigation, Sandman gets some helpful information from a reluctant ally. By Steven T. Seagle, Matt Wagner and Guy Davis. **MR $2.50**

## STRANGERS IN PARADISE #8

**IMAGE** What a tangled web these nutty broads weave. Katchoo finally catches up with her friend David, while Katchoo's friend Francine discovers the secret of the pistol-packing mama Rachel Hampton. What she learns spells danger

# PAPERBACK PICKS

### Trade Paperbacks You Won't Wanna Miss

**Kingdom Come** (DC Comics) ▼

In the future, the DC heroes retire and a new group of metahumans emerges. These new heroes are so ruthless and bloodthirsty, though, that Superman and his cohorts come out of retirement to put their replacements in jail. What follows is all-out war between the new heroes, true heroes and villains. This book reprints the beautifully painted, critically acclaimed four-issue limited series *Kingdom Come* set in the Elseworlds Universe. By Mark Waid and Alex Ross. **$14.95**

**Preacher: Proud Americans** (Vertigo/DC Comics)

Reverend Jesse Custer and company go international in this paperback reprinting *Preacher* #18-#26. Traveling to foreign lands, Jesse learns about his father's past and discovers how Cassidy became a vampire. Included in the book is the six-part "Crusaders" story wherein Cassidy's tortured, and Custer scraps with the forces of The Grail. By Garth Ennis and Steve Dillon. **MR $14.95**

**Zot! Book Two** (Kitchen Sink)

Zot, the boy from outer space, battles a robot gone bad and a skyscraper-headed meanie named Dekko, and learns about Earth culture from a girl named Jenny. Included in this book is "Planet Earth," the story that explains how Zot made it to our planet. *Zot! Book Two* reprints issues #11-#15 and #17-#18 of the original Eclipse *Zot!* series. By Scott McCloud. **$19.95**

**Thunderbolts: First Strikes** (Marvel)

New York City has a new group of protectors—the Thunderbolts—and they've got the stuff to rid the city of baddies like the Wild Pack and the Wrecking Crew. But the Thunderbolts really aren't all they seem to be. What shocking secret does the team hide behind closed doors? *First Strikes* reprints *Thunderbolts* #1-#2. By Kurt Busiek, Mark Bagley and Vince Russell. **$4.99**

**Squadron Supreme** (Marvel)

Their world in shambles, the superhero group the Squadron Supreme decides the only way to save the planet is to take it over. Using their powers, the Squadron works toward creating a utopia where war is nonexistent, crime's eliminated and even death is conquered. But is there any room for freedom in such a world? Superhero stories don't get much more thought-provoking than this. *Squadron Supreme* reprints the entire 12-issue Marvel limited series. By Mark Gruenwald, Bob Hall, Paul Ryan, John Buscema, Dan Bulanadi, John Beatty and Sam De La Rosa. **$24.99**

for Katchoo, so Francine goes a-running to Detective Walsh for help. By Terry Moore. **$2.75**

## THUNDERBOLTS #7

**MARVEL** They're bad guys masquerading as good guys. In real life, we'd call them "politicians" or "lawyers." In the superhero world, they're the Thunderbolts (formerly the Masters of Evil), and they want New York City to turn over the Avengers' computer files to them. Are the T-Bolts willing to let New York be destroyed over it? Could be. By Kurt Busiek, Mark Bagley and Vince Russell. **$1.99**

## VAMPIRELLA: BLOOD LUST #2 (OF 2)

**HARRIS** Vampirella's home planet of Drakulon is a bone-dry Hell. Seems Vampi's mom Lilith has plugged up the river Styx for her own evil purposes, depriving the Drakulonians of food. To save her home, Vampirella's going to have to stop her mother's scheme by killing her. By James Robinson and Joe Jusko. **$3.95**

THUNDERBOLTS #7

WILDC.A.T.S/X-MEN: THE MODERN AGE #1

## WILDC.A.T.S/X-MEN: THE MODERN AGE #1

**IMAGE** If we were a superhero team, we'd make sure we never left the house. For one thing, there's supervillains out there. For another, there's *other* superteams out there, and you just know we'd have to fight before we started talking. Anyway, in this issue, the X-Men and WildC.A.T.s join forces to stomp the juice out of the Hellfire Club. By James Robinson, Adam Hughes and Mark Farmer. Robinson says, "It involves an English lord that the WildC.A.T.s are investigating because they feel he might possibly have ties to the Daemonites and the X-Men are investigating because they feel he might have ties to the Hellfire Club. And, of course, those reasons for investigating him soon become one large, dangerous reason." **$4.50**

## YOUNG HEROES IN LOVE #5

**DC COMICS** The Godwave that's sweeping across the DC Universe (yep, you guessed it: "Genesis") hits the Young Heroes, making their powers go wonky and leaving them wondering just what the hell "wonky" actually means. As things get progressively worse, the Heroes' leader Hard Drive gets a visit from his crazy younger brother. By Dan Raspler, Mike Manley and Ande Parks. **$1.75** W

# Also shipping in AUGUST

**Ash: Cinder and Smoke #4 (Event)**
Ash fights the intangible villain Smoke right into the hero's own firehouse. **$2.95**

**Avengers #12 (Marvel)**
Doctor Doom enlists the aid of the Avengers to fight Galactus. **$2.99**

**Batman Books (DC Comics)**
Bats saves a woman from committing suicide in *Batman* #547. In *Detective Comics* #714, the Dark Knight teams up with the Martian Manhunter to fight Firefly and a federal fugitive. **$1.95 each**

**Cable #47 (Marvel)**
Cable must prevent the mutant-hating Bastion from getting his hands on Professor X's secrets. **$1.99**

**Captain America #12 (Marvel)**
Cap and the Silver Surfer try stopping Galactus, but one of them's gotta sacrifice himself to save the day. **$2.99**

**Gambit #2 (Marvel)**
In Miami, Gambit takes on the evil being who wants to corrupt his current girlfriend. **$2.50**

**Gen$^{13}$ #22 (Image)**
The Gen$^{13}$ kids return from space, only to find themselves in the middle of a global war. **$2.50**

**Iron Man #12 (Marvel)**
Will Iron Man team up with Dr. Doom to duke it out with Galactus? **$2.99**

**Snowman #0 (Avatar)**
The origin behind the Snowman's elemental force is revealed. **$3.00**

**Spawn #65 (Image)**
Cog and Spawn have a heart-to-heart, as the two reflect on Spawn's adventures. **$1.95**

**Spider-Man Books (Marvel)**
The original Doctor Octopus returns from the dead courtesy o' the Hand in *Amazing Spider-Man* #427. Over in *Peter Parker: Spider-Man* #84, the Juggernaut shows up to make mischief, and Spidey has to stop The Living Pharaoh in *Sensational Spider-Man* #20. Norman Osborn, the man who masterminded the recent Spider-Clone jamboree, reappears to make everyone's life miserable in *Spectacular Spider-Man* #250. **$1.99 each;** *Amazing Spider-Man*—**$2.25**, *Spectacular Spider-Man*—**$3.25**

**Star Wars Books (Dark Horse)**
Boba Fett has one of his contracts canceled, but the Fett doesn't know the meaning of the word "canceled" in *Star Wars: Boba Fett—Murder Most Foul.* The Dark Jedi C'baoth teaches Luke Skywalker about the Dark Side in *Star Wars: Dark Force Rising* #4. The decline of the malevolent Sith Empire is documented in *Star Wars: Tales of the Jedi—The Fall of the Sith Empire* #3, and in *Star Wars: X-Wing Rogue Squadron—In The Empire's Service* #1, the Empire sends an elite division of TIE Fighters against the Rogues. **$2.95** each; *Murder Most Foul*—**$3.95**

**Superman Books (DC Comics)**
Superman's threatened by the Cyborg in *Superman* #128, and in *Adventures of Superman* #551, the Cyborg travels to Earth in the circuitry of Superman's containment suit. The Big "S" discovers the ability to open portals to other dimensions in *Superman: The Man of Steel* #72. And rounding out your Super-month, *Action Comics* #738 sees Lois Lane travel to Australia and Jimmy Olsen threatened by Intergang. **$1.95 each**

**Uncanny X-Men #348 (Marvel)**
Rogue, Gambit, Joseph (formerly Magneto) and reporter Trish Tilby are trapped in Magneto's former Antarctic base. **$1.99**

**Witchblade #17 (Image)**
Witchblade wearer Sara Pezzini returns from Rio and walks right into a New York City gang war. **$2.50**

**Wolverine #117 (Marvel)**
Wolverine and his pals must put the kibosh on Bastion's dastardly plan. **$1.99**

**X-Men #68 (Marvel)**
Iceman and the mutant Dr. Reyes team up with the deranged Marrow to find a mysterious woman. **$1.99**

**Xena: Warrior Princess #1 (Topps)**
Xena and her pal Gabrielle visit the Summer Festival, but the sisters of the Gorgon Medusa show up to spoil the fun. **$2.95**

# WIZARD #74

Nightwing

cover by Scott McDaniel!

FANTASTIC FOUR

4

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FREE FAIRCHILD SHE-HULK CHROMIUM CARD

Wow! GLOW IN THE DARK EVIL ERNIE

#1/2 OFFER!

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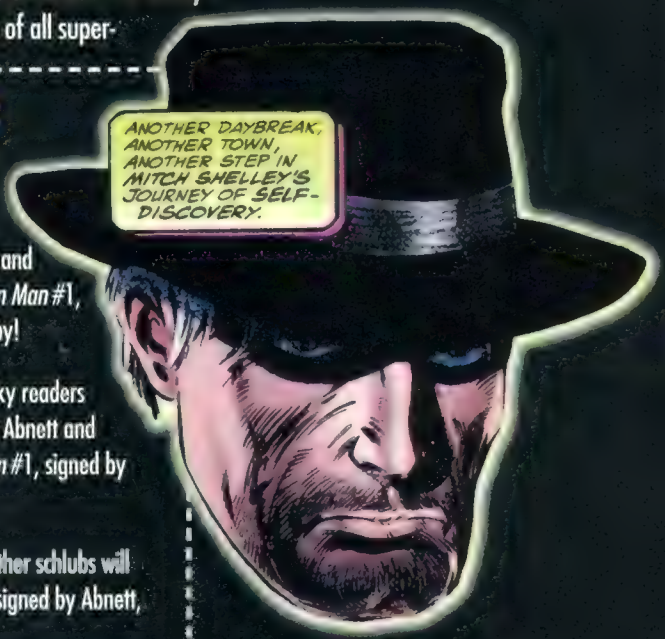
# The "Choose Resurrection Man's Next Power" Contest!

**DC's Resurrection Man has to have the coolest superpower on Earth going for him– every time the guy dies (Which is quite a bit, believe us!), he's reborn with a brand-new power! Kinda makes it a wee bit difficult for those villains to beat him, huh?**

Here's how this contest works: We want *you* to come up with the coolest superpower that Resurrection Man could possess. Super strength. Fire breath. The ability to turn water into Mello Yello. Whatever. The most creative of all superpowers will win the...

## Grand Prize (1):

One lucky reader will win an original Butch Guice drawing showing Resurrection Man using the power that the winner has chosen. Plus, he'll also walk away with an autographed, original story script signed by Dan Abnett and Andy Lanning, and an autographed copy of *Resurrection Man* #1, signed by Abnett, Lanning and Guice! Resurrect me, baby!




**First Prize (5):** Five other lucky readers will win an autographed original story script, signed by Abnett and Lanning, and an autographed copy of *Resurrection Man* #1, signed by Abnett, Lanning and Guice! Not too shabby!

**Second Prize (10):** Ten other schlubs will receive an autographed copy of *Resurrection Man* #1, signed by Abnett, Lanning and Guice!

**This contest is sponsored by DC Comics, bringing good things to life.**

## Born Again Lawyers

No purchase necessary. Contest is open to anyone except employees of Wizard Press, DC Comics, their immediate families and Shirley MacLaine. You nuts, lady. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: Resurrection Man Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Beware the trouser fajita! Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules herein. **All entries must be received at contest headquarters by September 30, 1997.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on originality and creativity from among all properly completed entries by Wizard Press. Winning entries will be selected on or about October 15, 1997.

For a list of winners, available after October 15, 1997, send a self-addressed stamped envelope to: Resurrection Man Winners List, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

**Fill this out and put it in an envelope. Send to: Resurrection Man Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.**

**Deadline is September 30, 1997.**

# Resurrection Man's Next Power Entry Form

**DEADLINE IS SEPTEMBER 30, 1997!**

Name _____ Date of Birth _____

Address _____

City _____

State _____ Zip _____

Phone Number (with area code) _____

Resurrection Man's supernower _____

# TRAILER PARK

*Wizard*'s column about Hollywood and TV and stuff like that

## 'FAITHFUL' FURY FILM ON THE WAY

**By Rob Allstetter**

Can **David Hasselhoff** do for eye patches what he did for red-suited lifeguards? Hasselhoff, the star of the worldwide syndicated hit "Baywatch," has been chomping cigars lately in the title role of **"Nick Fury,"** a telefilm for Fox based on the Marvel Comics character.

The movie, which wrapped up a 26-day shoot in Vancouver, British Columbia, in the middle of June, is expected to be completed by September. Fox has yet to set an airdate, but "Nick Fury" might be a candidate for the November sweeps.

"Nick Fury" figures to be much closer to its comic book roots than Marvel's previous Fox telefilm, "Generation X," which prominently featured characters who had never been in the team's comic book series before. The script for "Nick Fury" was written by David Goyer, a longtime comic book fan who also penned the comics-inspired "The Crow: City of Angels" and "Blade."

Hasselhoff, relaxing in his trailer outside the set in Surrey, British Columbia, said he was determined to take on the Fury role in a serious fashion.

"We had a meeting with Marvel, and they said make your version of 'Nick Fury,' but do it with a certain dedication to the comic book," said Hasselhoff, who wears Fury's trademark eye patch and tested the white-haired temples, forsaking them only after they looked too campy.

"We went with the eye patch and the history of him to try to capture the depth of the character. Also, with the clothes, the guns and the leather—he wears such great outfits that we took a lot from the comic books."

"Doesn't he look just like Nick Fury?" marveled **Lisa Rinna**, the "Melrose Place" star who plays Val, a S.H.I.E.L.D. agent with a romantic past with Fury. "I think we're very faithful; the story comes directly out of the comics. It was a really well-written script, and I think the fans of Nick Fury will be really happy."

Dwayne Gregory/Fox

Hasselhoff's (left) white temples were deemed "too campy" for Nick Fury (right).

Sources say that the budget of "Nick Fury" is one of the largest ever for a Fox telefilm, pushing $6 million. One of the key sets is the war room of the S.H.I.E.L.D. Helicarrier, which was built inside a generator plant in Surrey and is three-levels-tall.

"For television, it is a big movie," said Australian director Rod Hardy. "It's got a lot of visual effects and a lot of stunts. Fox has spent some money to make it feel right, which I'm really pleased about, and I think we've pulled off something interesting.

"In television, we've had so much of the disease of the week moviemaking, and there's only so much they can promote of that. The audiences aren't coming to them as rapidly as they used to.

"So, now it's more event stuff—something like this project. It's a fantasy, so it's something you can turn on, then put your feet up, have a chuckle and get involved in the adventure."

In addition to Hasselhoff and Rinna, the cast of "Nick Fury" includes Sandra Hess ("Beastmaster 3" and "Mortal Kombat: Annihilation") as Viper, Garry Chalk as "Dum Dum" Dugan, Ron Canada as Gabe Jones, Neil Roberts as Pierce and Tracy Waterhouse as Kate Neville.

The film's story has Fury coming out of retirement and rejoining S.H.I.E.L.D. to stop Viper—the daughter of his dead nemesis Baron Von Strucker—from unleashing the Death's Head Virus.

David Roessell, who produced "Generation X," is also producing "Nick Fury." He said that "Fury" will be set in more real terms and

will be more faithful than "Generation X" was to its comics origins.

"'Nick Fury' is more of a traditional idea of what an action story is about. Nick Fury could possibly exist," Roessell said. "It is pure, get-the-bad-guys action."

This film could be just the start of a "Nick Fury" franchise. Hasselhoff said he has signed for five "Fury" movies, and is even thinking of trying to make the next one a theatrical film.

"There are so many stories [to tell] with Nick Fury," said Hardy. "If the audience comes to this, watches it and embraces it, it would be silly not to make it an ongoing process, whether that's a series, another two-hour TV-movie or a feature film."

As with all Marvel projects, **Stan Lee** and Avi Arad are executive producers. Lee even has a small part in the film as a S.H.I.E.L.D. communications officer.

## MIGHTY MARVEL UPDATE

Larry Brody has written a story bible for a possible **"Ghost Rider"** animated series. The character has appeared in animated form the past two years on the "Fantastic Four" and "The Incredible Hulk" animated series, with **Richard Grieco** providing the voice both times.

"We're talking about doing 'Ghost Rider,' but it might wind up being direct-to-video," said Brody. "There are some very diabolical elements, and you can't have devils on Saturday morning television. I'm not sure you can have a flaming skull, either."

Brody's version of Ghost Rider is the original Johnny Blaze version, not the current Dan Ketch spirit of vengeance.

"That was always my choice," he said. "Johnny Blaze is more colorful and dynamic. He already has great skills and is a hero in and of himself."

The Ghost Rider [illegible] too many for TV.

In other animation news, **Lou Ferrigno** is returning to do the voice of the green Hulk and Michael Donovan will be doing the voice of the gray Hulk in the second season of **"The Incredible Hulk"** animated series on the United Paramount Network.

Cree Summer is replacing Lisa Zane as the voice of the She-Hulk, who will appear in all eight second-season episodes. The voice cast also includes Neal McDonough as Bruce Banner, Matt Frewer as The Leader, Mark Hamill as Gargoyle, Richard Moll as Abomination, Philece Sampler as Betty Ross, Kathy Ireland as Ogress, Luke Perry as Rick Jones, John Vernon as General Thunderbolt Ross and Thom Barry as Gabriel Jones.

"SubCulture" and "The Darkness" are in Hollywood's hands.

## TOP COW PROJECTS MOOVING ALONG

Marc Silvestri's **Top Cow Productions** remains in active discussions to move all of its main characters into television or movies. As previously reported in "Trailer Park," **"Witchblade"** in live-action and Nathan Cabrera's **"SubCulture"** in animation are currently the Top Cow television projects with the most heat.

A "Cyberforce" animated series had been in development at Graz Entertainment for Fox, and was even featured on CNN. But Graz, which produced "X-Men" for Saban Entertainment and Fox, has disbanded, with its owners folding into DreamWorks. According to Top Cow's Brad Foxhoven, the "Cyberforce" series is now considered dead. However, Foxhoven said a live-action "Cyberforce" movie is in the early stages of development.

A deal for a feature film based on ***The Darkness***, Top Cow's latest smash comic by Silvestri and Garth Ennis, is "pretty close," according to Top Cow's Tim Fernandez.

"Weapon Zero" is being projected as either an animated series or a live-action movie of the week, and "21," backed by a toy line, remains a potential animated series from Film Roman, which produces "The Simpsons."

## SPAWN PUSHED AROUND

New Line Cinema has again moved up the release date of the **"Spawn"** live-action movie, this time from Aug. 8 to Aug 1. The film, which stars Michael Jai White as Spawn and John Leguizamo as The Clown, was originally scheduled to be released on Aug. 22.

A hard-rocking soundtrack to "Spawn" will be released on July 29 from Immortal Records. Contributors include Marilyn Manson, Filter, Rollins Band and Korn.

Meanwhile, the "Spawn" animated series on HBO has been a "big ratings success," according to sources. HBO Home Video is releasing the original "Spawn" episodes on home video on Aug. 5. The 147-minute uncut version will retail for $22.97; a PG-13-rated version will retail for $19.94.

It's likely the first six episodes will be rerun on HBO this fall, and another six new episodes are in development.

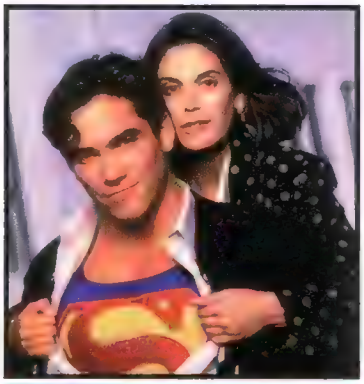
## HBO SEEKS OUT COMICS

HBO Animation, riding the crest of its successful "Spawn," is looking to the comic book world for more series.

Sources have confirmed that HBO has been in advanced discussions with David Mack and Terry Moore about animated series based on their respective ***Kabuki*** and ***Strangers in Paradise*** comic books. The prospective series would likely be adult in nature—like the comics—and air in late-night spots like "Spawn."

[illegible] "Spawn Dry" is [illegible] in HBO's late-night [illegible].

Meanwhile, HBO's second animated series, Ralph Bakshi's **"Spicy City,"** continues its first-run episodes into August. They include "Sex Drive," "Tears of a Clone," "Love is a Download" and "Raven's Revenge." The futuristic anthology series stars Michelle Phillips ("Knots Landing") as continuing character Raven.



Everett Collection

It's "nice to have it over with," says Cain (left) of "Lois & Clark."

## FINAL FAREWELL FOR 'LOIS & CLARK'

"The Family Hour," the series finale of **"Lois & Clark: The New Adventures of Superman,"** aired on ABC on June 14. The episode had Lois and Clark discovering they were physically incapable of having a child, but ended with them discovering a baby left in a Superman-crested blanket at their house.

Like most of the "Lois & Clark" episodes in 1997, the finale generated little audience interest, placing 81st out of 115 shows for the week in the Nielsen ratings.

**Dean Cain**, who played Clark Kent and Superman, did not seem entirely unhappy about the series ending. "Actually, it's amazingly freeing and kind of nice to have it over with," he told *Variety*.

"Lois & Clark" will air in reruns beginning next fall on the TNT cable network.

## FOOT SOLDIERS ON MARCH

Jim Krueger, creator of **"Foot Soldiers,"** has entered an agreement with Michael Uslan and Ben Melniker, executive producers of the Batman movies, to develop a live-action feature film and an animated television series based on Krueger's characters.

Krueger met Uslan at a bus station after a toy fair 2 1/2 years ago, and they began sharing their affinity for the old "Jonny Quest" series. Unaware of Uslan's position, Krueger showed him sketches from *Foot Soldiers*—a dark story set in the future, where three teenagers assume the powers of dead heroes and battle the ruling authority—and that started their relationship.

Krueger said he feels his characters can translate successfully to the big—or small—screen.

"You can look at them and understand how their powers work; there is a simplicity," Krueger said. "You see a lot of heroes [where] you don't understand how their powers work. There is a utility to the Foot Soldiers that would translate to a movie.

"Plus, it's a fairy tale of superheroes—and this is a big gulp—just like 'Star Wars' is a fairy tale of science fiction. All the classic archetypes are there."

*Foot Soldiers*, originally published by Dark Horse, becomes an ongoing, bimonthly comic book series from Image beginning in September.

A cartoon and film may be on the horizon for "Foot Soldiers."

## SHORT TAKES

According to *Entertainment Weekly*, the following actors will likely appear in the next Star Wars movie, possibly called "Star Wars: The Balance of the Force": **Liam Neeson** ("Schindler's List") as a Jedi master, **Ewan McGregor** ("Trainspotting") as a young Ben Kenobi, **Jake Lloyd** ("Jingle All the Way") as Anakin Skywalker, **Natalie Portman** ("Beautiful Girls") as Anakin's future wife and **Samuel L. Jackson** ("A Time to Kill") in a role to be determined....On Aug. 26, 20th Century Fox will release the **"Star Wars Trilogy Special Edition"** on video, including a behind-the-scenes look at the production of the new footage....Production on **"Superman Lives,"** the new live-action film from Warner Bros. starring Nicolas Cage, is tentatively scheduled to begin on Oct. 11....The Flash will appear on the second season of the "Superman" animated series on Kids' WB, but it will be unclear if it is the Wally West or Barry Allen version....A representative of Warner Bros. said the status of **"Justice League of America"** on television remains unclear after CBS did not place "JLA" on its fall schedule. Whether the pilot movie of "JLA" will air or if the property will be developed as a mid-season replacement series remains to be determined....Published reports say James Cameron and Arnold Schwarzenegger will reteam to make **"Terminator 3"** for Fox, which starts filming in early '98. This places Cameron's anticipated **"Spider-Man"** film on further hold for MGM....**Patrick Stewart** will reportedly receive $12 million for starring as Capt. Picard in the next Star Trek film....**"Conan The Adventurer,"** the syndicated live-action TV series starring Ralph Moeller ("Best of the Best 2"), has begun production in Mexico....**"Casper: A Spirited Beginning"** is a live-action, direct-to-video sequel to the "Casper" movie. It will be released by 20th Century Fox on Sept. 9. The film features Steve Guttenberg, Lori Loughlin, Michael McKean and Rodney Dangerfield.... Published reports say that George Clooney has been approached for the lead role in the **"Planet of the Apes"** remake; Arnold Schwarzenegger was linked to film, but bowed out due to scheduling conflicts....*JLA* writer **Grant Morrison** reports he is writing the screenplay for "Lawnmower Man 3" and that his Vertigo series *Invisibles* is being adapted for British TV....In May, **"Animaniacs"** won the Daytime Emmy award for best children's animated program, while Louie Anderson won in the animated program performer category for "Life with Louie." W

The future "Star Wars" cast: (clockwise from top) Neeson, Portman and McGregor.

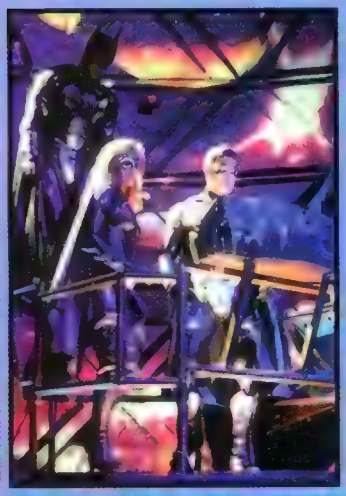
Photos: Everett Collection

*After David Hasselhoff deemed Rob Allstetter "overqualified" for "Baywatch," Rob scored a "Melrose Place" cameo as Amanda's personal pool lifeguard.*

# THE BAT-BOX

The "Batman" movie franchise still packs box-office clout, but it might finally be starting to show its age.

The fourth film in the series, "Batman & Robin," was expected to gross at least $150 million domestically after opening the weekend of June 20 in first place with a take of $43.6 million. While that made it the top opening movie of the weekend (with the seventh largest opening in history), roughly doubling the surprising Julia Roberts hit, "My Best Friend's Wedding," it ranked just third among the Batman films in terms of opening-weekend gross.



Christine Loss. Batman & Robin ™ & © 1997 DC Comics.

The three stars of Batman, Robin and Batgirl brought in $43.6 million in their film's opening weekend.

"Batman Forever" opened in 1995 with $52.8 million, "Batman Returns" opened in 1992 with $45.7 million and "Batman" opened in 1989 with $40.5 million.

It also appears that "Batman & Robin" will be the first Batflick not to wind up as the year's top grosser. "The Lost World: Jurassic Park" opened to record numbers over Memorial Day weekend and, at press time, had pulled in $204.9 million total.

• Speculation continues on a possible fifth Batman movie. "Access Hollywood" reports that Madonna might be considered for the role of Harley Quinn, and rumors continue that Jack Nicholson will reprise his Joker role for hallucinogenic scenes induced by Scarecrow. *Entertainment Weekly* reports the next movie will likely be called "Batman Triumphant."

• CBS has purchased the network television rights to "Batman & Robin," which will likely air in the 1998-99 season. The film will probably be on home video by November.

• The soundtrack to "Batman & Robin" debuted at ninth place on the *Billboard* album chart with sales of 74,000. The album was supported by music videos by the Smashing Pumpkins, Bone Thugs-n-Harmony and R. Kelly. The soundtrack for "Batman Forever" debuted at No. 15 in June 1995, eventually peaking at fifth in its third week. Prince's 1989 soundtrack to "Batman" was a number one hit.

• "Entertainment Tonight" did not include a segment on "Batman & Robin" the entire week leading up to its premiere. George Clooney, the film's star, had earlier boycotted "ET," produced by Paramount Television, because of the treatment he received from another Paramount series, "Hard Copy."

• Jeep Swenson, who played Bane, isn't the only former professional wrestler to appear in "Batman & Robin." Jesse "The Body" Ventura plays a guard at Arkham Asylum.

• Arnold Schwarzenegger, who plays Mr. Freeze, made up his private jet in a "Batman & Robin" motif and flew to his native Graz, Austria, where a sports stadium was named after him in celebration of the European premiere of the film and Schwarzenegger's 50th birthday. ■ *RA*

SPECIAL REPORT
on next page

# SPECIAL REPORT: SPACE ODYSSEY

## Called 'Jesus in space,' Silver Surfer coasts the spaceways to find his homeworld in new Fox cartoon

**By Rob Allstetter**

Larry Brody has come full circle. As one of the original Marvel Comics fanboys, he thrilled to seeing his letters published in a few early-1960s issues of *Amazing Spider-Man*. Now, after a long, successful and varied television writing career, he gets to go back to his comic book roots, developing the "Silver Surfer" animated series for Saban Entertainment and the Fox Children's Network.

"After 30 years, I'm doing the thing I always wanted to do," he says, laughing. "This is a great character."

"Silver Surfer," following "X-Men" and "Spider-Man" in Fox's Saturday morning lineup, is tentatively scheduled to get a sneak peek in November and begin its weekly run of 13 first-season episodes in the 11:30 a.m. (ET) time slot early in 1998.

"It's very faithful to the feeling of the original comics," Brody says. "We have a Silver Surfer who is either Hamlet or—and we didn't tell Fox Broadcasting Standards this—he's Jesus in space.

"On this show, you will see more dialogue than any cartoon you've ever seen. Every week the Surfer faces a new moral dilemma."

That's not to say the series won't have action or visual bang. Many of Marvel's cosmic characters will be appearing, and Brody says the series will employ extensive computer-generated animation for the outer space scope.

"We are trying to be cosmic. That's the way it is [Jack] Kirby-esque, not necessarily in just following his illustrations," Brody says, referring to the Surfer's visual creator. "He loved to get really big like that."

Brody, who has written for every Star Trek series except "Deep Space Nine," and who developed the mid-1970s "Star Trek" animated series, sees similarities between "Star Trek" and "Silver Surfer."

As the Silver Surfer tries to get home, he is joined by (below, from left) Beta Ray Bill, Drax and Pip the Troll.

In fact, he compares the Surfer to original "Trek" Captain James T. Kirk. "The Surfer says, 'This is wrong and has to be made right,' just like Kirk would. At Fox, the women executives just hate superhero shows. But the women love this guy; he's so sensitive."

Just before embarking on a vacation to England, Brody sat down at his computer and ran through the first season of "Silver Surfer."

The first three episodes of the series are "Origin of the Silver Surfer," and follow the Surfer's comics origin of sacrificing himself as herald to the planet-devouring Galactus to save his world, Zenn-La. He then must also save the Earth, setting up the series hook: Galactus allows him to leave his servitude, but doesn't let Surfer know where Zenn-La is, and he must try to find his own way home.

Also, the Fantastic Four are not involved. "'Silver Surfer' is the name of the show," Brody says. "We wanted to do something new, and the Fantastic Four story has been rehashed and feels old. When Stan [Lee] and Moebius did their version of the Surfer [in a 1988 mini-series], there was no Fantastic Four, and it was very interesting."

From there, the Surfer spends three episodes with wisecracking imp Pip the Troll, then soars into "Planet of Dr. Moreau" and "Learning Curve," a two-parter. Established Marvel cosmic characters Mentor and Drax the Destroyer are introduced,

Silver Surfer visits the Watcher's Universal Library and Thanos is established as the series' main villain, though not with the obsession to kill off half the universe he is portrayed as having in the comics.

"We can't have Thanos in love with Death [the female Marvel version] on Saturday morning television, so Death becomes Lady Chaos," Brody says. "Thanos is a weird psycho. He tries to destroy as much as possible so the statue of Lady Chaos will come to life and have pity and love him."

The next episode is "Inner Visions," in which Thanos attacks a planet of Dreamers, where inhabitants are hooked up to a dream machine. The Surfer enlists the help of the only Dreamer willing to aid him—Beta Ray Bill, the noble alien who possesses similar powers to that of the thunder god Thor.

The Surfer is accompanied in the next two episodes by Nova, the Frankie Raye version who is the new herald of Galactus. "Anti-Body," a story written by famed sci-fi author Harlan Ellison, has the Surfer enlisted to help a dying Galactus, and then "Second Foundation" finds the Surfer and Nova trying to find Zenn-La and winding up on the home planet of the Skrull race.

Brody reveals Nova is one of his favorite characters.

"If I could call the show 'Silver Surfer & Nova,' I would," Brody says with a laugh. "The Surfer is very philosophical, and Nova is an 18-year-old wiseguy. They work great together with their dialogue.

"And he's in love with Shalla Bal [on his homeworld Zenn-La], but here's Nova, this gorgeous girl who really likes him. She wants to help him find Zenn-La, but keeping him for herself is not a bad idea either."

Next up is "Radical Justice," where the Surfer is captured and put on trial for his crimes as Galactus' herald. "He learns to forgive himself and why he has to live and put the past behind him," Brody says.

D.C. Fontana, the story editor for the original "Star Trek" series, wrote the story for "The Forever War," which guest-stars space hero Adam Warlock. "Return to Zenn-La" then has the Surfer arriving on a planet he thinks is Zenn-La.

The first season closes with "End of Eternity," in which Thanos—Gulp!—destroys the universe.

"If we last the full 65 [episode order], we'll return the universe to normal, and leave Thanos alone for a while," Brody says. "Then we'll bring him back and build a whole season around the Infinity Gauntlet."

"Silver Surfer" is part of a recent agreement between Fox and Marvel for several new animated shows. The character is also the subject of an upcoming live-action film from 20th Century Fox, and Marvel sees the Surfer as a franchise.

The animated series figures to be a high-profile part of Fox's lineup, and Brody says he's up to the challenge. "I really hate to say this, because everyone else does, but we're really trying to do in animation what's never been done before. This series is about ideas. Not just action." **W**

Thanos is poised to be the Surfer's prime nemesis.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# CHARACTER PROFILE:

# Captain Marvel

BY MATTHEW BRADY

William (Billy) Batson
14
5' 4" (as Billy), 6' 2" (as Captain Marvel)
107 lbs. (as Billy), 210 lbs. (as Captain Marvel)
Black
Blue
(original version) *Whiz Comics #2* in 1940; (modern version) *The Power of Shazam!* graphic novel in 1994
*The Power of Shazam!* (DC Comics)
Captain Nazi, Black Adam, Dr. Sivana and Mr. Mind

Billy and Mary Batson became orphaned as young children when their parents were killed by Theo Adam during an archeological dig in Egypt. As Mary was in Egypt at the time of his parents' death, Billy assumed she was dead as well. The children were brought up separately, unaware of each other's situation. Mary was adopted by the Bromfield family, while Billy was entrusted to his uncle Ebenezer. However, Billy's uncle took the money in the boy's trust fund as his own, and tossed Billy out onto the street.

Billy managed to survive, selling papers and surviving on scraps of food, barely managing to eke out a living, while keeping himself in school. One stormy night, Billy was guided to a mysterious cave under the city, where the wizard Shazam bestowed incredible powers upon Billy: the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles and the speed of Mercury. Whenever Billy speaks the wizard's name, he is transformed into the adult Captain Marvel, whose looks Billy subconsciously based on his father. Saying "Shazam" again returns Billy to his young state.

From that day on, Billy became the Earth's mightiest mortal, Captain Marvel.

*Billy Batson (in circle inset) modeled Captain Marvel to look like his father.*

## WHAT'S BEEN HAPPENING

Billy's first action as Captain Marvel was to track down Theo Adam, who had been transformed into the evil Black Adam by the power of a mystical Egyptian scarab. Thanks to the intervention of Shazam's spirit, Adam's powers and voice were removed, and Captain Marvel turned him over to the police for the murder of Billy's parents.

Despite his initial hesitation and reluctance, Billy quickly grew into the role of Captain Marvel, and took his place among the heroes of the DC Universe. For a time, he worked with the Justice League, but shortly resigned, feeling that his efforts could best be used to protect and serve his home, Fawcett City.

Shortly after his debut in Fawcett, Billy located his sister Mary and revealed his secret to her, giving her a portion of his power. Now, whenever she says "Shazam," she is transformed by the same mystical energy into Mary Marvel.

While the Marvels were engaged in a battle with the revived Captain Nazi, a bystander, Freddy Freeman, was crippled when the villain collided with him. Feeling responsible for his situation, the two heroes bestowed a portion of their powers on Freddy. Now, whenever Freddy says the words "Captain Marvel," he transforms into Captain Marvel Jr., Fawcett's superpowered teen.

Billy also realized that being a hero isn't all fun and games, and was partly responsible for the arrival of the Venusian worm, Mr. Mind, on Earth. Also, his relationship with Freddy soured, and Freddy left Fawcett City for New York, intent on making his own path.

Recently, Billy's entire life was turned upside down when Dr. Sivana used mystical means to rewrite history and made sure Theo Adam didn't kill Billy and Mary's parents. As a result, Billy's parents received the powers of Shazam, and became Fawcett City's husband-and-wife superhero team. However, Shazam realized something was wrong with the alternate timeline, and ultimately, Billy's father corrected Sivana's tampering, erasing himself and Billy's mother from the timeline.

Having noted what had happened, however, Shazam arranged for history to be altered so that Billy would be taken in by Mary's adoptive parents, the Bromfields. To this day, Billy and Mary continue to live under the same roof, as brother and sister superheroes.

# UPCOMING HIGHLIGHTS

Following August's "Genesis" crossover, look for Billy to get a crush on Bulletman's daughter, an Air Force test pilot, in issue #32. The bad news? Billy starts dating her as Captain Marvel, which doesn't sit too well with Bulletman, who knows that Billy, and therefore Captain Marvel, is only 14 years old. The issue will also introduce a new villain, Windshear. After this, look for stories spotlighting Mary, Billy and Captain Marvel Jr. This fall, Cap teams up with Starman for a four-part crossover in Opal City, and will round out the year with the return of Mr. Mind in a storyline called "Mr. Mind Goes to Washington." Additionally, look for Cecebeck from last year's "Legends of the Dead Earth" annual to make a visit soon.

# RECOMMENDED HIGHLIGHTS

Looking for some choice slices of big red cheese? Check out these wholesome favorites hand-picked by *Shazam!* writer Jerry Ordway and the huddled, troubled masses here at *Wizard*. By the way, every issue is worth the price of admission just for Ordway's incredible painted covers.

***The Power of Shazam!* graphic novel**—This one has it all! Ordway retells and paints the origins of Captain Marvel, Black Adam, Sivana and the rest.

***The Power of Shazam!* #4**—Mary Marvel hits the scene! Check out how Billy and Mary meet up and just how she manages to nab a portion of the power of Shazam.

***The Power of Shazam!* #6-#7**—Freddy Freeman becomes Captain Marvel Jr. in this two-parter that returns Captain Nazi to the modern day. Plus: Captain Marvel grows a beard!

***The Power of Shazam!* #15-#17**—It's an alien invasion from Venus—and leading the charge is...Dr. Sivana???

# SIMILAR TASTES

Want some more goodies to go along with your heaping helping of *Shazam*? Ordway suggests you check out these books for some great stories and big fun: *Big Bang Comics*, *The Savage Dragon* ("Even though Erik Larsen is an evil version of me."), *Astro City*, *Leave it to Chance* and the novel *The Seventh Scroll* by Wilbur Smith. You can also pick up the first *Prime* series for an enjoyable look at a kid in an adult hero's body.

---

*Matthew Brady, a frequent* Wizard *contributor, becomes a fat, balding, out-of-shape comic book collector whenever he says the magic word "Gumby!"*

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# MANGA SCENE

A GUIDE TO JAPANESE COMICS AND ANIMATION BOTH PAST AND PRESENT

By Carl Gustav Horn

## SAFE AT HOME?

### Two young men must take over Japan to save their world in 'Sanctuary'

By joining the Japanese Mafia, Hojo holds up his end of the pact to take over Japan.

Even though the word "sanctuary" means a place of refuge, in the manga series *Sanctuary*, the term takes on a more frightening meaning.

The story begins in Cambodia, 1976, where two Japanese boys named Asami and Hojo are digging a grave, rifles pointed at their backs. These were the infamous killing fields of the communist Khmer Rouge regime; the Rouge sought to make society equal by shipping anyone with an education to forced-labor camps in the country. When you were too weak to work anymore, they'd smash your brains out with a hoe.

Flash forward to the 1990s. The boys' parents had been unlucky: foreigners caught up among the million dead of the Cambodian genocide. Asami and Hojo were the lucky ones—they managed to escape back to Japan. But the scars remained. The boys, who had all sense leave their lives, looked at Japan and saw it as one big, fat target, a country of complacency that could someday be attacked by a world jealous of its wealth. The two decided there was only one way they could truly build a sanctuary for themselves—they must *take over Japan*.

Now in their 20s, they're ready to set their plan in motion. With no one suspecting they're working together, Hojo will take the shadow path, becoming a *Yakuza*, a member of the Japanese Mafia. Asami will stay in the light, entering the Japanese Diet, their political parliament. In a country where both arenas are controlled by old men, they'll each climb to the top, one gunshot and one deal at a time.

Brothers Hojo and Asami (bottom) reaffirm their ambitious goal.

The epic 3,000-page saga of *Sanctuary* is written by Sho "Buronson" Fumimura (*Fist of the North Star*), who keeps all the action of *Fist*, but makes a right turn into hard-boiled reality. Ruthless as they may be, Asami and Hojo have no intention of taking over crime and politics in Japan just to become dictators. Far from it. *Sanctuary*, though fictional, deals with the cozy connection between mobsters and top politicians that has been laid bare in recent real-life scandals in Japan. Asami and Hojo believe that in order to wake up the Japanese people,

Asami turned to politics to usurp power.

they have to destroy the status quo from within, by any means necessary.

Of all the manga artists published in the United States, *Sanctuary* artist Ryoichi Ikegami (*Crying Freeman*) is probably the most realistic and least "cartoony" in his style of drawing characters—an artist who follows American comics, most particularly the work of artist Neal Adams, whose work he collects and whom he finally got to meet at the 1995 San Diego Comic Con, where Ikegami was a guest of honor. "Realistic" though he may be, Ikegami, as with many American superhero artists, admits that his readers expect from his style a sense of "manly romance" and hence, he populates his titles with "good-looking, powerful men and beautiful, sexy women."

Viz Comics' Annette Roman, co-editor on *Sanctuary*, admires its very complex story, but sees as the ultimate engine of that story the "terribly sad and moving relationship between Asami and Hojo," whose loyalty to each other was forged in the hell of their youth. Editor-in-Chief Satoru Fujii, who made much of the decision to have Viz bring over *Sanctuary*, is a native-born Japanese, and commented on how the series made some Japanese think about how "politics is always something handed down to them from above, rather than something they take control of themselves."

But what about making American readers think about their *own* system? Most of the fantasy- and SF-oriented manga titles that get brought over to the United States. have little to do with contemporary reality. *Sanctuary*, a cross between *Hard Boiled* and "City Hall," a fictional mix of bullets and ballots, may be a cool crash course for U.S. readers in the major social issues facing Japan today, but the truth is that *Sanctuary* has plenty to teach us about ourselves as well. "Until recently, Japan had no concept of grass-roots democracy the way Americans do," says Fujii.

But, as *Sanctuary* shows us, democracy is something that shouldn't be taken lightly. As politician Asami berates the crowd in *Sanctuary*, "It's about time you all recognized things for what they are! An election is not a battle among *candidates*! It's *your* battle! And your weapon is your vote! It's *your* weapon that will make this country live or die!" And by Asami and Hojo's actions, democracy demonstrates that the heroes have to be every one of us.

*Carl Horn is the weapon that will make this country live or die.*

## F.Y.I.

*Sanctuary* began publication from Viz Comics in March 1992 in square-bound format, but—as was happening with other U.S. manga titles at that time—soon switched to staples, in this case after the third issue. In total, there were 44 issues of *Sanctuary*, in five separate story arc volumes, varying between $4.95 and $2.95, depending on page count. The best way to get the story may be the *Sanctuary* graphic novels, which are over 300 pages and cost either $16.95 or $17.95. The eighth graphic novel collection is out in July and the ninth and final graphic novel will be out in September. The violence and sexual situations of *Sanctuary* make it a mature-readers title.

## ANIME PICK OF THE MONTH

# Crusher Joe: The Movie

(AnimEigo, dubbed VHS/subtitled VHS/subtitled LD, 125 mins., $29.95/34.95/59.95, now available)

They don't make star-spanning, swashbuckling, two-hour-plus anime adventure films like "Crusher Joe" any more; they certainly don't make them in live-action, either, which is why it's kind of appropriate that this 1983 Japanese classic has been released in America in the shadow of the special edition of the Star Wars Trilogy. But don't mistake "Crusher Joe" for some cosmic clash of good versus evil with cute furry aliens; it's more like the Schwarzenegger film "Raw Deal" in the 22nd century. The "Crushers" are an interstellar troubleshooting agency operating for cash. When Crusher Joe and his team are hired to lift a cryogenically frozen girl off-world, their "cargo" is heisted in the midst of a hyperspace jump, and they find themselves suspended from the Crushers' union—plus accused of piracy by the future Feds. Ripped off and reputation damaged, all Joe wants is a little revenge, and the trail leads to the biggest crook in the Galaxy whose secret technological toy just might be the ultimate weapon. "Crusher Joe" gives you the complete package: high-speed truck jacking, an epic bar fight, air-to-air combat, a commando raid on a heavily-fortified island, rubber-sap conversations, a Gatling-gun cyborg arm and even the first-ever appearance of the "Dirty Pair" during a drive-in movie!

# MANGA PICKS OF THE MONTH
## Must-read manga books shipping in August

### Drakuun: The Revenge of Gustav #1 (of 6)
Dark Horse Comics

When writer/artist Johji Manabe starts a new story arc, he means that blazing arc from the sword of the scantily-clad blond bombshell, dragon princess Karula! In round two of the *Drakuun* chronicles, she's back to cut a bloody swath through the invaders of the Bosvanian empire in this sprawling saga of technomagical warfare amongst the distant stars. Bad girls, manga style!

### Eat-Man #1
Viz Comics

This action-packed, post-apocalyptic fantasy features a hero with a truly bizarre superpower. When Bolt Crank, code-named "Eat-Man," literally eats a weapon, he can transform the flesh of his arm into the weapon he just consumed! One of a team of mercenaries with other incredible powers and fantastic talents, Bolt's unique ability and cool charisma attract only the very cutest sweet young things…*Eat-Man*'s sharp artwork and strange stories are both provided by Akihito Yoshitomi.

### Gunsmith Cats: Misfire
Dark Horse Comics

This trade paperback collects the original *GSC* story arc #7-#10 plus *GSC: Return of Gray* #1-#3. Four-foot-nine (and 1/2 inches) mad bomber Minnie May is a little worried about her boyfriend and big-boom tutor, Ken Taki. His hands ain't so steady no more, and he wants out of the mob. Can Minnie and her bounty hunter gal pal Rally Vincent help Ken to retire in one piece, especially with hit man Gray on their trail, who's a little miffed over losing a piece of his own to Rally?

### Nausicaä of the Valley of Wind Perfect Collection #4
Viz Comics

This 272-page collection completes one of the most powerful epics in the history of manga, written and drawn by the most successful producer/director in the history of anime, Hayao Miyazaki (*My Neighbor Totoro*). One thousand years after the bio-war known as the Seven Days of Fire destroyed the old world, the squabbling last remnants of mankind are on the verge of extinction in the midst of a monstrous new ecological order. This is the hour of Nausicaä, the empathic princess of the tiny Valley of Wind. A scientist forced to become a soldier to some, a savior to others, Nausicaä will hold the life or death of humanity in her hands!

### Plastic Little #1
CPM Manga

You've seen the anime from A.D.V. Films; now check out the all-new manga series of *Plastic Little*, written and drawn by anime designer Satoshi Urushihara (*Chirality*)! The curvaceous cutie Captain Tita pilots the far-future submersible *Cha Cha Maru*, hunting creatures for the exotic pet market. With only four years' experience under her belt, can Tita capture an elusive cloud whale and fulfill a vow to her dead father, or is she literally out of her depth this time?

### The Two Faces of Tomorrow #1 (of 13)
Dark Horse Comics

This manga, adapted from the acclaimed novel of the same name by James P. Hogan, is a dream come true for any comics fan who longs for a true "hard sci-fi" story. *Two Faces* involves the fateful test of the trustworthiness of the computers increasingly entrusted with running human civilization. Arm one computer with a few weapons, and then send in a human team to fight it…and then find it fighting the entire human race. Often considered one of the best "man vs. computer" stories ever written, *Two Faces* combines provocative ideas with a thriller plot. Highest recommendation!

By Joyce M. Steel

# Spawning Movie Cards in August

Like death and destruction in your trading cards? Try *Spawn: The Movie* cards, based on…you guessed it—"Spawn" the movie that also hits this August! The 81-card set is from Inkworks, and showcases Todd McFarlane's hellish creation in still-action images, dozens of which are unavailable anywhere else. Violator, Clown, Angela and a few other supporting characters also appear in the set, which offers nine foil-etched character cards (one card for every nine packs or 1:9), three glow-in-the-dark cards (1:24) and a mysterious "Devil's Own" card (1:108). In addition, McFarlane will randomly autograph cards throughout the series (eight cards per pack, suggested retail price $1.79).

## CASTING CHAOS

Krome Productions sizzles this month with its *Cast of Chaos* collector cards, a 90-card series full of *Catwoman* artist Jim Balent's art. Not only does this set have all the classic Chaos! Comics characters, but it'll actually introduce a few new characters to the Chaos! Universe as well! And although details are still sketchy, six state-of-the-art chase cards will be included (six cards per pack, suggested retail $2.50).

## MIGHTY 'HERCULES'

In conjunction with the "Hercules" movie currently playing in theaters nationwide, Fleer shows its muscle with the 70-card series based on Disney's 35th animated flick. Featuring 27 story cards, 10-pop-out action cards, 10-color-in puzzle cards, six sticker fun cards and two mini-magazines, the set is chased with four gold foil embossed Coin Cards (1:9) and two Sculpted Holograms (1:24) (nine cards per pack, suggested retail $1.49).

## ALIENS VS. PREDATOR

On the collectible card game (CCG) scene, yet another movie has "spawned" a card set. This time, HarperPrism—the New York book publishing house that distributed *Magic: The Gathering* and published tie-in novels and player's guides—promises a cool game based on the two Predator movies and the four Aliens films—including the upcoming "Aliens Resurrection" flick coming out this fall. There are three separate starter decks (60 cards, suggested retail $8.95 each) and booster packs (15 cards, suggested retail $2.95).

## TRIBUTE TO BEEKMAN

Highlighting Doug Beekman's artistic influence over the past 20 years, Comic Images pays homage to the talented artist with a 72-card set. Images range from Doug's work on *Conan the Barbarian* to *Batman: Shadow of the Bat*. Chase cards include six OmniChrome Cards (1:12) and 500 randomly inserted autographed cards. (eight cards per pack, suggested retail $1.69).

## WHO WAS THAT MASKED MAN?

Next up is Dart Flipcards, with a release that's more than 55 years late! The company has secured a dozen "Lone Ranger" images from the 1940 Gum Inc. series which were never released! The 12 cards, drawn by renowned '40s artists Charles Steinbacher and Edwin Prittie, will finally be released as a 12-card subset and numbered 49-60, so they can be added to the original 1940 set. Just 2,600 numbered sets are available; no established suggested retail price was available at press time.

## WILDSTORM LINGERIE

Time warpin' back to the 1990s, WildStorm wraps this month up with a box full o' beauties. The *WildStorm Lingerie Collection* features the company's most fetching female characters in scanty duds, drawn by folks like Adam Warren, Scott Williams and others (50 card set, suggested retail $19.99). Also from WildStorm, its *Premium Signature* series of single card releases begins this month with Voodoo & Zealot by Jim Lee. There's only 500 of these cards up for grabs, all of 'em individually signed, selling for $49.99 each! Additional cards will be released one per month for the next eight months, making nine cards in all. W

*Joyce Steel does not wear lingerie, so don't even think about it.*

*"Hey...there's a sale at Macy's! Now I can get that tube-top I've always wanted!"*
**Inkworks' *Spawn: The Movie* set**

*"Whew, I'm gassy!"*
**HarperPrism's *Aliens/Predator* CCG**

*"Hey, sailor. For $50 we can make you the meat in a silicone sammich."*
**WildStorm's *Premium Signature* set**

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# the Wizard CARD Price Guide

Thanks to pricing information provided by retailers throughout the country, the following card price guide is the most accurate listing available for these trading cards. In the following price guide, cards are shaded to highlight an increase or decrease from last month's listing. If a price rose from last month's listing, it's shaded in pink. If it fell from last month's listing, it's shaded in blue. This does not necessarily mean a product will continue to rise or drop in the months ahead. Also, please note that this is only a guide—prices may vary depending on both the local availability and popularity of a set or card. A green bar indicates a new listing. If a particular common card does not appear in a list of a set's common cards, it is known as a single card, and is valued at a price within the single cards price range, which appears near the top of the listing. The • indicates that the price is not available.

### ADVENTURES OF BATMAN & ROBIN
**SKYBOX (1994)**

| | |
|---|---|
| Full Set (90) | $9.00 |
| Unopened Box | 32.00 |
| 3-Card Dark Knight Set | 40.00 |
| 9-Card Foil Set | 65.00 |
| 12-Card Pop-Up Set | 3.00 |
| Single Cards | .10-.15 |

### AMALGAM
**FLEER/SKYBOX (1996)**

| | |
|---|---|
| Full Set (90) | $18.00 |
| Unopened Box | 48.00 |
| 6-Card HoloPix Set | 45.00 |
| 9-Card Canvas Set | 30.00 |
| 9-Card Power Blast Set | 38.00 |
| Single Cards | .15-.25 |

### AVENGELYNE
**WILDSTORM (1996)**

| | |
|---|---|
| Full Set (99) | $20.00 |
| Unopened Box | 60.00 |
| 9-Card Glow-in-the-Dark Set | 70.00 |
| 9-Card Photo Chromium Set | 80.00 |
| Single Cards | .20-.25 |

SERIES 2

**WILDSTORM (1996)**

| | |
|---|---|
| Full Set (89) | $30.00 |
| Unopened Box | 60.00 |
| 9-Card Chrome Motion Set | 80.00 |
| Full Motion Card | 3.00 |
| Single Cards | .30-.35 |

### BATMAN: MASTER SERIES
**FLEER/SKYBOX (1996)**

| | |
|---|---|
| Full Set (90) | $18.00 |
| Full Artist's Proofs Set (90) | 75.00 |
| Unopened Box | 55.00 |
| 2-Card Chromium Set | 35.00 |
| 2-Card ClearChrome Set | 50.00 |
| 6-Card Spectra-Etch Set | 35.00 |
| 10-Card Master Villain Set | 70.00 |
| Single Cards | 15-.25 |

### BATMAN MOVIE
**TOPPS (1989)**

| | |
|---|---|
| Full Set (132 Cards/22 Stickers) | $12.00 |
| Factory Glossy Set | 30.00 |
| Unopened Box | 9.00 |
| Single Cards | .05-.10 |
| Single Stickers | .25-.30 |

SERIES 2

**TOPPS (1989)**

| | |
|---|---|
| Full Set (132 Cards/22 Stickers) | $9.00 |
| Factory Glossy Set | 30.00 |
| Unopened Box | 6.00 |
| Single Cards | .05-.10 |
| Single Stickers | .15-.20 |

### BATMAN: THE ANIMATED SERIES
**TOPPS (1993)**

| | |
|---|---|
| Full Set (100) | $11.00 |
| Unopened Box | 30.00 |
| 6-Card Cel Set | 48.00 |
| Single Cards | .15-.20 |

SERIES 2

**TOPPS (1994)**

| | |
|---|---|
| Full Set (100) | $12.00 |
| Unopened Box | 32.00 |
| 4-Card Cel Set | 50.00 |
| Single Cards | .10-.15 |

### BATMAN FOREVER MOVIE
**FLEER ULTRA (1995)**

| | |
|---|---|
| Full Set (120) | $16.00 |
| Unopened Box | 45.00 |
| 2-Card Video Set | 7.00 |
| 10-Card Animation Set | 30.00 |
| 36-Card Hologram Set | 30.00 |
| Single Cards | .10-.15 |

### BATMAN FOREVER METAL
**FLEER (1995)**

| | |
|---|---|
| Full Set (100) | $20.00 |
| Full Silver Flashers Set (100) | 90.00 |
| Unopened Box | 60.00 |
| 4-Card 3-D Hologram Set | 40.00 |
| 8-Card Movie Preview Set | 25.00 |
| 10-Card Gold Blasters Set | 25.00 |
| Single Cards | .20-.35 |

### BATMAN HOLO-SERIES
**FLEER/SKYBOX (1996)**

| | |
|---|---|
| Full Silver Set (50) | $30.00 |
| Full Gold Set (50) | 55.00 |
| Full Hologram Set (54) | 35.00 |
| Unopened Box | 50.00 |
| 4-Card Silver HoloAction Set | 20.00 |
| 4-Card Gold HoloAction Set | 30.00 |
| 6-Card DC OverPower Set | 55.00 |
| HoloCel Card | 15.00 |
| Single Silver Cards | .55-.65 |
| Single Gold Cards | 1.00-1.30 |

### BATMAN RETURNS MOVIE
**TOPPS (1992)**

| | |
|---|---|
| Full Set (88) | $5.00 |
| Unopened Box | 8.00 |
| 10-Card Stadium Insert Cards Set (A-J) | 2.00 |
| Single Cards | .10-.20 |

### BATMAN RETURNS MOVIE
**TOPPS STADIUM CLUB (1992)**

| | |
|---|---|
| Full Set (100) | $8.00 |
| Unopened Box | 14.00 |
| Single Cards | .05-.15 |

### BATMAN: SAGA OF THE DARK KNIGHT
**SKYBOX (1994)**

| | |
|---|---|
| Full Set (100) | $8.00 |
| Unopened Box | 20.00 |
| 5-Card Spectra-Etch Set | 40.00 |
| SkyDisc | 70.00 |
| Single Cards | 10-.75 |

### BONE
**COMIC IMAGES (1994)**

| | |
|---|---|
| Full Set (90) | $7.00 |
| Unopened Box | 25.00 |
| 3-Card Cover Art Set | 60.00 |
| 6-Card Chromium Set | 40.00 |
| Medallion Card | 25.00 |
| Jeff Smith Signed Sketch Card | 60.00 |
| Single Cards | .05-.10 |

SERIES 2

**COMIC IMAGES (1995)**

| | |
|---|---|
| Full Set–All-Chromium (90) | $25.00 |
| Unopened Box | 60.00 |
| 3-Card Cover Art Set | 60.00 |
| 6-Card MagnaChrome | 48.00 |
| Medallion Card | 25.00 |
| Jeff Smith Signed Sketch Card | 60.00 |
| Single Cards | .30-.50 |

SERIES 3

**COMIC IMAGES (1996)**

| | |
|---|---|
| Full Set (90) | $10.00 |
| Unopened Box | 40.00 |
| 3-Card Villains Set | 32.00 |
| 6-Card Cover Art Set | 40.00 |
| Box Bonus Card | 3.00 |
| Jeff Smith Signed Sketch Card | 60.00 |
| Single Cards | .10-.15 |

"Ho-ho-ho-ha... "whew". So who else saw 'Batman & Robin'?"
1995 FLEER/SKYBOX BATMAN: MASTER SERIES

### CYBERD
**KROME PRODUCTIONS (1996)**

| | |
|---|---|
| Full Set (50) | $14.00 |
| Full Sticker Set (50) | 65.00 |
| Unopened Box | 60.00 |
| 4-Card Mystery Chromium Set | 28.00 |
| 5-Card NecroChrome Set | 25.00 |
| Trent Kaniuga Signed Card | 50.00 |
| Single Cards | .25-.35 |

### A CYBERFORCE SUMMER
**INTREPID (1996)**

| | |
|---|---|
| Full Set (90) | $16.00 |
| Unopened Box | 70.00 |
| 3-Card Overheat Set | 45.00 |
| 6-Card Red Hot Set | 16.00 |
| 9-Card Creator Series Set | 55.00 |
| Single Cards | .10-.20 |

### DAWN AND BEYOND
**COMIC IMAGES (1995)**

| | |
|---|---|
| Full Set (90) | $32.00 |
| Unopened Box | 65.00 |
| 3-Card Rare Art Set | 48.00 |
| 6-Card MagnaChrome Set | 30.00 |
| 6-Card Uncut Sheet | 22.00 |
| Single Cards | .30-.35 |

### DC COSMIC CARDS
**SKYBOX (1992)**

| | |
|---|---|
| Full Set (180) | $8.00 |
| 10-Card Hologram Set | 25.00 |
| Unopened Box | 13.00 |
| Box Set (4,500 ed.) | 35.00 |
| Single Cards | .05-.60 |
| 9 Modern Age Green Lantern | .85 |
| 16 Golden Age Superman | .75 |
| 17 Silver Age Superman | .75 |
| 18 Modern Age Superman | 1.00 |
| 65 Nightwing | .85 |
| 120 Lobo | 1.00 |
| 128 Darkseid | .75 |

### DC COSMIC TRANS
**SKYBOX (1993)**

| | |
|---|---|
| Full Set (150) | $8.00 |
| Unopened Box | 13.00 |
| 6-Card Hologram Set | 28.00 |
| Single Cards | .15-.30 |
| 37 Superman | 2.00 |
| 44 Green Lantern | 1.50 |
| 45 Flash | 1.50 |
| 59 Nightwing | 1.50 |
| 80 Lobo | 1.50 |
| 114 Death | 2.00 |
| 119 Sandman | 2.00 |
| 131 Luthor II | 1.00 |
| 134 Doomsday | 1.25 |
| 146 The Ray | 1.00 |

### DC MASTER SERIES
**SKYBOX (1994)**

| | |
|---|---|
| Full Set (90) | $12.00 |
| Unopened Box | 30.00 |
| Single Cards | .20-.85 |
| 4-Card Foil Set | 28.00 |
| 5-Card Spectra-Foil Set | 90.00 |
| 1 Superman | 2.00 |
| 3 Superboy | 1.00 |
| 23 Nightwing | 1.50 |
| 28 Batman (Original) | 2.00 |
| 29 Robin | 1.25 |
| 30 Batman/Azrael | 1.50 |
| 33 Joker | 1.25 |
| 35 Catwoman | 1.25 |
| 36 Two-Face | 1.00 |
| 46 Green Lantern (Kyle) | 1.50 |
| 50 Hal Jordan | 1.50 |
| 53 Flash | 1.50 |
| 55 Spectre | 1.25 |
| 62 Lobo | 1.00 |
| 70 Aquaman | 1.25 |
| 78 The Ray | 1.00 |
| Superman SkyDisc | 80.00 |

### DC VERSUS MARVEL
**FLEER/SKYBOX (1995)**

| | |
|---|---|
| Full Set (90) | $16.00 |
| Unopened Box | 60.00 |
| 2-Card Mirage Set | 90.00 |
| 12-Card HoloFX Set | 70.00 |
| 18-Card Impact Set | 50.00 |
| Single Cards | .15-.20 |

### DC VERTIGO
**SKYBOX (1995)**

| | |
|---|---|
| Full Set (90) | $14.00 |
| Unopened Box | 48.00 |
| 6-Card Gold Foil Set | 90.00 |
| Death SkyDisc | 80.00 |
| Single Cards | .10-.20 |

### DC VILLAINS
**FLEER/SKYBOX (1995)**

| | |
|---|---|
| Full Set (90) | $12.00 |
| Unopened Box | 40.00 |
| 3-Card Foil-Embossed Set | 32.00 |
| 9-Card Spectra-Etch Set | 58.00 |
| SkyMotion Redemption Card | 50.00 |
| Single Cards | .10-.20 |

### DV8
**WILDSTORM (1996)**

| | |
|---|---|
| Full Set (90) | $14.00 |
| Unopened Box | 50.00 |
| 8-Card Deviant Set | 120.00 |
| 9-Card Mini-Cel Set | 90.00 |
| Single Cards | .10-.20 |

### EMPIRE STRIKES BACK
**TOPPS (1980)**

| | |
|---|---|
| Full Set (132 Cards/33 Stickers) | $50.00 |
| Unopened Box | 85.00 |
| Single Cards | .30-.35 |
| Single Stickers | .60-.70 |

SERIES 2

**TOPPS (1980)**

| | |
|---|---|
| Full Set (132 Cards/33 Stickers) | $35.00 |
| Unopened Box | 70.00 |
| Single Cards | .30-.35 |
| Single Stickers | .40-.50 |

SERIES 3

**TOPPS (1980)**

| | |
|---|---|
| Full Set (88 Cards/22 Stickers) | $40.00 |
| Unopened Box | 95.00 |
| Single Cards | .30-.35 |
| Single Stickers | .60-.70 |

### EMPIRE STRIKES BACK VIDEO-VISION
**TOPPS (1995)**

| | |
|---|---|
| Full Set (145) | $30.00 |
| Unopened Box | 70.00 |
| 6-Card Movie Poster Set | 160.00 |
| 10-Card Chrome Set | 155.00 |
| Single Cards | .15-.25 |

### EVIL ERNIE
**KROME PRODUCTIONS (1994)**

| | |
|---|---|
| Full Set (100) | $20.00 |
| Unopened Box | 45.00 |
| 5-Card Chromium Set | 50.00 |
| Single Cards | .15-.25 |

SERIES 2

**KROME PRODUCTIONS (1995)**

| | |
|---|---|
| Full Set-All Chromium (100) | $25.00 |
| Unopened Box | 45.00 |
| 5-Card ClearChrome Set | 50.00 |
| Steven Hughes Signed Card | 50.00 |
| Brian Pulido Signed Card | 50.00 |
| Single Cards | .20-.30 |

### FLAIR MARVEL
**FLEER (1994)**

| | |
|---|---|
| Full Set (150) | $55.00 |
| Unopened Box | 85.00 |
| 18-Card Power Blast Set | 95.00 |
| Single Cards | .50-1.75 |
| 2 The Incredible Hulk | 2.00 |
| 3 With Great Power | 2.00 |
| 5 Spider-Man | 2.00 |
| 16 Captain America | 2.00 |
| 61 Venom | 2.00 |
| 77 The New Hulk | 2.00 |
| 82 Child of the Future | 2.00 |
| 100 Lethal Protector | 2.00 |
| 112 Cable | 2.00 |
| 118 Wolverine Defeated | 2.00 |
| 119 Bone Claws | 2.00 |
| 120 Magneto Returns | 2.00 |
| 148 Wolverine | 2.00 |

### FLAIR MARVEL ANNUAL
**FLEER (1995)**

| | |
|---|---|
| Full Set (150) | $45.00 |
| Unopened Box | 75.00 |
| 3-Card Duo-Blasts Set | 12.00 |
| 12-Card Chromium Set | 28.00 |
| 12-Card Holoblast Set | 50.00 |
| 24-Card Power Blast Set | 32.00 |
| Single Cards | .40-.85 |
| 1 Jean Grey | 1.00 |
| 4 Gambit | 2.00 |
| 9 Cyclops | 1.00 |
| 10 Sabretooth | 1.75 |
| 17 Cable | 1.75 |
| 39 Broken Claws | 2.00 |
| 40 Final Sanction | 2.00 |
| 41 Healing Factor | 2.00 |
| 42 Rogue | 1.00 |
| 44 Nathan Dayspring | 1.75 |
| 49 Spider-Man | 1.25 |
| 50 Lifetheft | 1.25 |
| 51 Pursuit | 1.25 |
| 60 Scarlet Spider | 1.25 |
| 65 Scarlet Spider vs. Venom | 1.00 |
| 66 Venom | 1.75 |
| 75 Daredevil | 1.00 |
| 82 Hulk | 1.00 |
| 96 Spider-Man 2099 | 1.00 |
| 107 Captain America | 1.00 |
| 111 Thor | 1.00 |

133 Iron Man ..... 1.00

### GEN 13
**WILDSTORM (1995)**
Full Set (107) ..... $28.00
Unopened Box ..... 70.00
9-Card Gen-Active Set ..... 90.00
9-Card Glow-in-the-Dark Set ..... 80.00
Single Refractor Card ..... 11.00
Single Cards ..... .20-.30

### GOOSEBUMPS
**TOPPS (1996)**
Full Set (54) ..... $10.00
Unopened Box ..... 32.00
6-Card Glow-in-the-Dark Set ..... 20.00
6-Card Mirror-Foil Set ..... 25.00
6-Card Thermographic Set ..... 20.00
Single Cards ..... 15-.20

### THE HUNCHBACK OF NOTRE DAME
**FLEER/SKYBOX (1996)**
Full Deck Set (75) ..... $7.00
Full Set (100) ..... 16.00
Unopened Box ..... 50.00
2-Card Lenticular Set ..... 20.00
6-Card Iron-Ons Set ..... 10.00
35-Card Game Set ..... 20.00
Single Cards ..... 10-.20

### IMAGE UNIVERSE
**TOPPS FINEST (1995)**
Full Set (90) ..... $25.00
Unopened Box ..... 55.00
6-Card Clear Zone Set ..... 48.00
6-Card "I" HoloChrome Set ..... 48.00
6-Card "D" HoloChrome Set ..... 48.00
Single Cards ..... 20-.30

### JAMES BOND OBSERVER'S COLL'N.
**INKWORKS (1996)**
Full Set (90) ..... $20.00
Unopened Box ..... 50.00
6-Card Poster Set ..... 75.00
9-Card Foil Set ..... 85.00
Gold Foil Card ..... 60.00
Single Cards ..... .20-.25

### JEMISON/CONE/ESTRADA
**FLEER/SKYBOX (1996)**
Full Set (50) ..... $30.00
Unopened Box ..... 65.00
3-Card Kingdom Classics Set ..... 25.00
3-Card Mini-Posters Set ..... 8.00
6-Card Original Pieces Set ..... 34.00
15-Card Sketchboards Set ..... 3.00
Alex Ross Signed Card ..... 65.00
Mark Waid Signed Card ..... 55.00
Single Cards ..... 65-.70

### LADY DEATH
**KROME PRODUCTIONS (1994)**
Full Set (100) ..... $40.00
Unopened Box ..... 75.00
5-Card Cel Set ..... 55.00
Mystery Card ..... 22.00
Brian Pulido Signed Card ..... 50.00
Single Cards ..... .30-.75

SERIES 2
**KROME PRODUCTIONS (1995)**
Full Set (100) ..... $30.00
Full Chromium Sticker Set (100) ..... 100.00
Unopened Box ..... 65.00
3-Card Tryptic Set ..... 36.00
5-Card Chromium Set ..... 50.00
Mystery Card ..... 22.00
Pulido/Hughes Signed Card ..... 50.00
7" x 9" Chromium ..... 30.00
Single Cards ..... 30-.35

SERIES 3
**KROME PRODUCTIONS (1996)**
Full Chromium Set (90) ..... $28.00
Full ClearChrome Set (90–1 per box) ..... 650.00
Full HoloChrome Set (90–1 per box) ..... 650.00
Full Mystery Chromium Set (90–1 per pack) ..... 90.00
Full Mystery Fractal Chromium Set (90–3 per box) ..... 450.00
Unopened Box ..... 65.00
5-Card Fractal Chromium Set ..... 50.00
5-Card Oversized Set ..... 40.00
Mystery Card ..... 25.00
Hughes-Pulido Signed Card ..... 50.00
Single Chromium Cards ..... 25-.30

### LOIS & CLARK: THE NEW ADVENTURES OF SUPERMAN (TV)
**SKYBOX (1995)**
Full Set (90 Cards/6 Tattoos) ..... $9.00
Unopened Box ..... 32.00
6-Card HoloChip Set ..... 40.00
9-Card Foil Set ..... 40.00
Single Cards ..... .05-.15

### MARS ATTACKS VIDEVOOM
**TOPPS (1996)**
Full Set (72) ..... $18.00
Unopened Box ..... 55.00
6-Card Holo-Foil Set ..... 60.00
Single Cards ..... .20-.30

### MARVEL MASTERPIECES
**SKYBOX (1992)**
Full Set (100) ..... $25.00
Factory Tin Set (105) ..... 65.00
Unopened Box ..... 80.00
5-Card Spectra-Etch Set ..... 50.00
Single Cards ..... .25-1.00
13 Cyclops ..... 2.00
16 Captain America ..... 2.00
26 Dr. Doom ..... 2.00
29 Gambit ..... 2.50
32 Hulk ..... 1.75
49 Magneto ..... 2.50
66 Professor X ..... 2.00
78 Sabretooth ..... 2.50
79 Rogue ..... 2.50
87 Spider-Man ..... 3.00
94 Wolverine ..... 3.50
97 Venom ..... 2.50

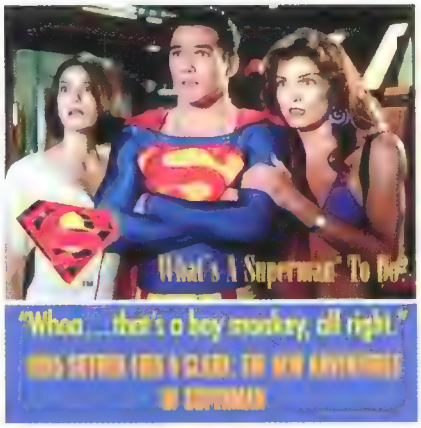
### MARVEL MASTERPIECES SERIES 2
**SKYBOX (1993)**
Full Set (90) ..... $20.00
Unopened Box ..... 40.00
8-Card Dyna-Etch Set ..... 60.00
Single Cards ..... .20-1.75
5 Spider-Man ..... 2.00
6 Wolverine ..... 2.00
7 Cyclops ..... 1.50
15 Captain America ..... 2.00
18 Cable ..... 2.50
28 Sabretooth ..... 2.00
31 Gambit ..... 2.50
39 Magneto ..... 2.50
45 Venom ..... 2.00

### MARVEL MASTERPIECES
**FLEER (1994)**
Full Set (140) ..... $15.00
Full Signature Set (140) ..... 80.00
Unopened Box ..... 35.00
10-Card HoloFoil Set ..... 15.00
9 Card Power Blasts Set ..... 35.00
Single Cards ..... .30-.75
17 Cable ..... .75
18 Captain America ..... .75
20 Carnage ..... .75
25 Cyclops ..... .75
41 Gambit ..... .75
56 Iron Man ..... .75
70 Magneto ..... 1.00
102 Sabretooth ..... 1.00
115 Spider-Man ..... 1.25
116 Spider-Man 2099 ..... 1.00
131 Venom ..... 1.25
137 Wolverine ..... 1.50

### MARVEL MASTERPIECES
**FLEER (1995)**
Full Set (150) ..... $28.00
Full E-Motion Set (150) ..... 100.00
Unopened Box ..... 70.00
2-Card Mirage Set ..... 70.00
8-Card HoloFlash Set ..... 45.00
24-Card Canvas Set ..... 45.00
Single Cards ..... 15-.25

### MARVEL MASTERPIECES
**FLEER/SKYBOX (1996)**
Full Set (100) ..... $45.00
Unopened Box ..... 80.00
6-Card Masterpieces Gallery Set ..... 40.00
6-Card Double Embossed Set ..... 70.00
Single Cards ..... 40-.50

### MARVEL METAL
**FLEER (1995)**
Full Set (138) ..... $35.00
Unopened Box ..... 70.00
18-Card Gold Blasters Set ..... 50.00
18-Card Metal Blasters Set ..... 35.00
Full Silver Flasher Set (137) ..... 140.00
Single Cards ..... .25-.50
Single Silver Flasher Cards ..... 4-5x Listing
4 Gambit ..... .70
88 Cable ..... .70
94 Gambit ..... .70
104 Magneto ..... .70
115 Sabretooth ..... .70
125 Wolverine ..... .75




127 Cable ..... .70
137 Wolverine ..... .75

### MARVEL MOTION
**FLEER/SKYBOX (1996)**
Full Set (30) ..... $65.00
Unopened Box ..... 90.00
4-Card SkyMotion Set ..... 110.00
4-Card Promo Set ..... 125.00
Single Cards ..... 1.25-2.00

### MARVEL SUPER HEROES
**DONRUSS (1966)**
Full Set (66) ..... $275.00
Single Cards ..... 4.00-5.00

### MARVEL SUPER HEROES
**F.T.C.C. (1984)**
Full Set (60) ..... $9.00
Unopened Box ..... 18.00
Wax Box ..... 700.00
Single Cards ..... .35-.45

### MARVEL ULTRA CHALLENGE
**FLEER/SKYBOX (1996)**
Full Set (100) ..... $25.00
Unopened Box ..... 80.00
3-Card Mirage Set ..... 60.00
4-Card Hero Set ..... 25.00
7-Card Mission Set ..... 55.00
Signed Card ..... 60.00
Single Cards ..... .20-.30

### MARVEL UNIVERSE
**COMIC IMAGES (1987)**
Full Set (90) ..... $45.00
Sticker Set & Album ..... 110.00
Unopened Box ..... 135.00
Single Cards ..... .50-.65

### MARVEL UNIVERSE
**IMPEL/SKYBOX (1990)**
Full Set (162) ..... $30.00
5-Card Hologram Set ..... 50.00
Factory Tin Set (4,000 ed.) ..... 195.00
Unopened Box ..... 90.00
Diamond Previews Uncut Sheet ..... 25.00
Single Cards ..... .25-2.00
2 Spider-Man (black costume) ..... 2.75
10 Wolverine ..... 3.50
23 Wolverine (orig. costume) ..... 3.75
29 Spider-Man ..... 3.50
37 Wolverine (patch) ..... 3.75
57 Sabretooth ..... 3.50
63 Magneto ..... 3.75
73 Venom ..... 3.50
119 Wolverine vs. Sabretooth ..... 2.50
156 Magneto ..... 3.00
160 Wolverine ..... 3.00

### MARVEL UNIVERSE SERIES 2
**SKYBOX (1991)**
Full Set (162) ..... $30.00
Unopened Box ..... 55.00
Factory Tin Set (7,500 ed.) ..... 100.00
5-Card Hologram Set ..... 25.00
Diamond Previews Uncut Sheet ..... 18.00
Single Cards ..... .20-1.75
1 Spider-Man ..... 3.50
15 Cable ..... 4.00
17 Gambit ..... 4.00
50 Wolverine ..... 3.25
53 Hulk ..... 2.00
54 Captain America ..... 2.00
56 Sabretooth ..... 3.50
57 Magneto ..... 3.50
58 Venom ..... 3.50
91 Spider-Man/Venom ..... 2.25
93 Wolverine/Sabretooth ..... 2.25
108 Wolverine/Hulk ..... 2.25
125 X-Men/Magneto ..... 2.25
138 Wolverine's Claws ..... 2.25

### MARVEL UNIVERSE SERIES 3
**SKYBOX (1992)**
Full Set (200) ..... $18.00
Unopened Box ..... 30.00
Factory Tin Set (10,000 ed.) ..... 60.00
5-Card Hologram Set ..... 25.00
Diamond Previews Uncut Sheet ..... 10.00
Capital City Venom Holo. Promo ..... 6.00
Single Cards ..... .15-1.75
1 Spider-Man ..... 3.00
4 Gambit ..... 3.00
38 Wolverine ..... 3.00
50 Cable ..... 3.00
108 Venom ..... 3.00
111 Dr. Doom ..... 2.00
112 Magneto ..... 3.00
129 Sabretooth ..... 3.00
162 Spider-Man ..... 2.25
164 Wolverine ..... 2.25

### MARVEL UNIVERSE SERIES 4
**SKYBOX (1993)**
Full Set (180) ..... $10.00
Unopened Box ..... 20.00
9-Card Foil Set ..... 38.00
Single Cards ..... .05-.75
1 Hulk ..... 1.00
31 Sabretooth ..... 1.50
35 Cable ..... 1.50
55 Venom ..... 1.50
57 Carnage ..... 1.50
59 Spider-Man ..... 1.75
113 Magneto ..... 1.50
114 Gambit ..... 1.50
115 Cyclops ..... 1.25
116 Wolverine ..... 1.75
136 Origin of Wolverine ..... 1.25
137 Origin of Cable ..... 1.25
149 Wolverine vs. Sabretooth ..... 1.25
H-IV Spidey vs. Venom H'gram ..... 45.00

### MARVEL UNIVERSE
**FLEER (1994)**
Full Set (200) ..... $22.00
Unopened Box ..... 50.00
4-Card Hologram Set ..... 40.00
9-Card Power Blasts Set ..... 28.00
10-Card Suspended Animations Set ..... 40.00
Single Cards ..... .15-1.25
1 Spider-Man ..... 1.75
2 Venom ..... 1.75
4 Wolverine ..... 1.75
5 Gambit ..... 1.75
94 Cable ..... 1.75
97 Cyclops ..... 1.50
100 Gambit ..... 1.75
115 Sabretooth ..... 1.75
124 Wolverine ..... 1.75
130 Spider-Man ..... 1.75
131 Venom ..... 1.50

### MARVEL VISION
**FLEER/SKYBOX (1996)**
Full Set (100) ..... $25.00
Unopened Box ..... 65.00
16-Card Tattoo Set ..... 8.00
Encryptolyzer ..... 2.00
Single Cards ..... .25-.35

### THE MEK
**WILDSTORM (1996)**
Full Set (90) ..... $18.00
Unopened Box ..... 45.00
9-Card Embossed Set ..... 60.00
9-Card GlowChrome Set ..... 60.00
Single Cards ..... 10-.25

### OUTBURST: DO FIREPOWER
**FLEER/SKYBOX (1996)**
Full Set (80) ..... $20.00
Unopened Box ..... 45.00
2-Card HoloBurst Set ..... 32.00
20-Card Maximum Firepower Set ..... 22.00
Single Cards ..... .20-.30

### PUNISHER
**COMIC IMAGES (1996)**
Full Set (75) ..... $8.00
Unopened Box ..... 40.00
3-Card Guest Art Set ..... 32.00
6-Card Cover Art Set ..... 45.00
Bonus Card ..... 2.00
Drew Hayes Signed Card ..... 50.00
Single Cards ..... .10-.15

### POWER CHROME: DC LEGENDS '95
**FLEER/SKYBOX (1995)**
Full Set (150) ..... $30.00
Unopened Box ..... 80.00
3-Card Legacy Set ..... 40.00
6-Card Battlezone Set ..... 50.00
18-Card Hard Hitters Set ..... 30.00
Single Cards ..... .20-.30

### RAZOR: METAL AND FLESH
**KROME PRODUCTIONS (1997)**
Full Set (90) ..... $35.00
Unopened Box ..... 80.00
5-Card HoloChrome Set ..... ●
4-Card Photo HoloChrome Set ..... ●
4-Card Chromium Promo Set ..... ●
Everett Hartsoe Signed Card ..... ●
Kyle Hotz Signed Card ..... ●
James O'Barr Signed Card ..... ●
Steve Sandoval Signed Card ..... ●
Mike Wieringo Signed Card ..... ●
Single Cards ..... .35-.40
Mini-Comic (1 per box) ..... ●
Mini-Comic, Chrome Cover (1 in 5) ..... ●

### RETURN OF SUPERMAN
**SKYBOX (1993)**
Full Set (100) ..... $10.00
Unopened Box ..... 24.00
4-Card Foil Set ..... 40.00
Single Cards ..... 15-.20

### RETURN OF THE JEDI
**TOPPS (1983)**
Full Set (132 Cards/33 Stickers) ..... $15.00
Unopened Box ..... 30.00
Single Cards ..... .10-.15
Single Stickers ..... .15-.20

SERIES 2
**TOPPS (1983)**
Full Set (88 Cards/22 Stickers) ..... $12.00
Unopened Box ..... 30.00
Single Cards ..... .10-.20
Single Stickers ..... .20-.25

### RETURN OF THE JEDI COLLECTOR'S EDITION
**TOPPS (1996)**
Full Set (144) ..... $25.00
Unopened Box ..... 50.00
6-Card Mini-Poster Set ..... 70.00
10-Card Finest Set ..... 125.00
3-D Star Wars Card ..... 60.00
Single Cards ..... 15-.20

### SHI
**COMIC IMAGES (1995)**
Full Set–All-Chromium (90) ..... $25.00
Unopened Box ..... 60.00
3-Card MagnaChrome Set ..... 45.00
6-Card MagnaChrome Set ..... 60.00
6-Card Uncut Sheet ..... 20.00
Medallion Card ..... 25.00
Billy Tucci Signed Card ..... 60.00
Single Cards ..... .20-.30

SERIES 2
**COMIC IMAGES (1996)**
Full Set (90) ..... $22.00
Full Refractor Set (90) ..... 500.00
Unopened Box ..... 60.00
3-Card Shi/Cyblade Set ..... 40.00
6-Card ClearChrome Set ..... 60.00

# the Wizard CARD Price Guide

24-Karat Gold Card ..... 70.00
Billy Tucci Signed Card ..... 60.00
Single Cards ..... 20-.30

## SPACE JAM
UPPER DECK (1996)
Full Set (65) ..... $10.00
Unopened Box ..... 48.00
4-Card Animation Set ..... 60.00
9-Card Scratch-Off Set ..... 12.00
11-Card Tune Squad Set ..... 70.00
30-Card Flip Clips Set ..... 18.00
Single Cards ..... 10-.20

## SPAWN
WILDSTORM (1995)
Full Set (150) ..... $15.00
Unopened Box ..... 30.00
4-Card Gallery Set ..... 35.00
6-Card Toy Set ..... 35.00
12-Card Painted Set ..... 35.00
ToddChrome Card ..... 65.00
Single Cards ..... 10-.20

## SPIDER-MAN
FLEER (1994)
Full Set (150) ..... $20.00
Unopened Box ..... 45.00
4-Card Hologram Set ..... 45.00
12-Card Suspended Animation Set ..... 32.00
6-Card Suspended Animation II Set ..... 45.00
(12-Card Magazine Jumbos)
6-Card Suspended Animation III Set ..... 40.00
(11-Card Wal-Mart Jumbos)
Single Cards ..... 15-1.00
46 Green Goblin ..... 1.25
66 Carnage ..... 1.25
67 Venom ..... 1.25
88 Spider-Man & The X-Men ..... 1.25

## SPIDER-MAN PREMIUM
FLEER/SKYBOX (1996)
Full Set (100) ..... $25.00
Unopened Box ..... 65.00
4-Card Holo-Motion Set ..... 70.00
6-Card Canvas Set ..... 26.00
Single Cards ..... 20-.30

## STAR TREK CINEMA COLLECTION
SKYBOX (1995)
(Available in Factory Sets Only)
I ..... $20.00
II ..... 20.00
III ..... 20.00
IV ..... 20.00
V ..... 20.00
VI ..... 20.00

## STAR TREK 25TH ANNIVERSARY
IMPEL SKYBOX (1991)
Full Set (160) ..... $10.00
Unopened Box ..... 20.00
2-Card Hologram Set ..... 20.00
Single Cards ..... 05-.10
SERIES 2
IMPEL/SKYBOX (1991)
Full Set (150–#'d 161-310) ..... $10.00
Unopened Box ..... 20.00
2-Card Hologram Set ..... 20.00
Single Cards ..... 05-.10

## STAR TREK 30TH ANNIVERSARY
FLEER/SKYBOX (1995)
Full Set (100) ..... $15.00
Unopened Box ..... 55.00
3-Card Weapons Die-Cut Set ..... 40.00
9-Card Evolution of Technology Set ..... 95.00
9-Card Ship Registry Set ..... 150.00
SkyMotion Card ..... 60.00
Single Cards ..... 10-.20
SERIES 2
FLEER/SKYBOX (1996)
Full Set (100) ..... $15.00
Unopened Box ..... 60.00
3-Card Die-Cut Set ..... 40.00
9-Card Doppelganger Set ..... 60.00
9-Card Undercover Set ..... 90.00
SkyMotion Card ..... 60.00
Single Cards ..... 10-.20
SERIES 3
FLEER/SKYBOX (1996)
Full Set (100) ..... $20.00
Unopened Box ..... 65.00
3-Card 3-D Motion Set ..... 25.00
6-Card Game Set ..... 8.00
9-Card Blueprint Poster Set ..... 8.00
9-Card Blueprint Puzzle Set ..... 2.00
9-Card Mural Set ..... 110.00
SkyMotion Redemption Card ..... 40.00
Single Cards ..... 20-.25

## STAR TREK: DEEP SPACE NINE
SKYBOX (1993)
(Available in Factory Sets Only)
Full Set (48) ..... $4.00
2-Card Spectra Set ..... 6.00
Single Cards ..... 10-.15

## STAR TREK: FIRST CONTACT
FLEER/SKYBOX (1996)
Full Set (60) ..... $20.00
Unopened Box ..... 70.00
3-Card Blueprint Poster Set ..... 25.00
6-Card New Enterprise Set ..... 35.00
10-Card Character Set ..... 65.00
10-Card Behind-the-Scenes Set ..... 55.00
12-Card Techno-Cell Borg Set ..... 90.00
Brent Spiner Signed Card ..... 50.00
Single Cards ..... 25-.35

## STAR TREK: GENERATIONS
SKYBOX (1995)
Full Set (72) ..... $12.00
Unopened Box ..... 35.00
3-Card Villains Set ..... 30.00
3-Card Captains Set ..... 45.00
SkyMotion Redemption Card ..... 75.00
Oversized SkyMotion Card ..... 60.00
Single Cards ..... 10-.20

## STAR TREK MASTER SERIES
SKYBOX (1993)
Full Set (100) ..... $12.00
Unopened Box ..... 25.00
5 Card Spectra Set ..... 50.00
Single Cards ..... 05-.15
MASTER SERIES 2
SKYBOX (1994)
Full Set (100) ..... $12.00
Unopened Box ..... 38.00
9-Card Triptychs Set ..... 65.00
Single Cards ..... 10-.15

## STAR TREK TNG
SKYBOX (1992)
Full Set (120) ..... $10.00
Unopened Box ..... 20.00
Tin Set (10,000 ed.) ..... 65.00
4-Card Hologram Set ..... 28.00
Send-Away Hologram ..... 7.00
Single Cards ..... 10-.15

## STAR TREK TNG: BEHIND THE SCENES
SKYBOX (1993)
(Available in Factory Sets Only)
Full Set (39) ..... $12.00
Single Cards ..... 30-.35

## STAR TREK TNG—THE EPISODES COLLECTION
SKYBOX (1994)
Full Set (100) ..... $20.00
Unopened Box ..... 55.00
6-Card Embossed Foil Set ..... 60.00
2-Card Hologram Set ..... 40.00
Tribute Card ..... 4.00
Single Cards ..... 10-.20
SERIES 2
SKYBOX (1994)
Full Set (96) ..... $10.00
Unopened Box ..... 60.00
6-Card Embossed Foil Set ..... 55.00
2-Card Hologram Set ..... 50.00
Single Cards ..... 10-.20
SERIES 3
FLEER/SKYBOX (1995)
Full Set (108) ..... $12.00
Unopened Box ..... 40.00
6-Card Embossed Foil Set ..... 55.00
2-Card Hologram Set ..... 165.00
Single Cards ..... 10-.20

"Funny... I don't remember nothing of that scan..."
1993 TOPPS STAR WARS GALAXY

SERIES 4
FLEER/SKYBOX (1996)
Full Set (108) ..... $12.00
Unopened Box ..... 40.00
6-Card Embossed Foil Set ..... 16.00
2-Card Hologram Set ..... 75.00
Single Cards ..... 10-.15
SERIES 5
FLEER/SKYBOX (1996)
Full Set (108) ..... $20.00
Unopened Box ..... 55.00
6-Card Embossed Foil Set ..... 50.00
2-Card Hologram Set ..... 40.00
Single Cards ..... 15-.20

## STAR TREK: VOYAGER
SKYBOX (1995)
Full Set (98) ..... $10.00
Unopened Box ..... 40.00
3-Card Expand Set ..... 16.00
9-Card Spectra Set ..... 55.00
Doctor Hologram ..... 50.00
SkyMotion Voyager ..... 50.00
Single Cards ..... 10-.20
SERIES 2
FLEER/SKYBOX (1995)
Full Set w/Tattoo (90) ..... $12.00
Unopened Box ..... 45.00
6-Card Recipe Set ..... 30.00
9-Card Spectra Foil Set ..... 65.00
SkyMotion Capt. Janeway ..... 50.00
Supersize SkyMotion Janeway ..... 40.00
Collectors' Album ..... 20.00
Single Cards ..... 10-.20

## STAR TREK: VOYAGER—SEASON TWO
FLEER/SKYBOX (1996)
Full Set (100) ..... $20.00
Unopened Box ..... 60.00
3-Card Holo-Emitter Set ..... 65.00
3-Card 24th Century Technology Set ..... 18.00
3-Card Strange New Worlds Set ..... 20.00
3-Card XenoBio Set ..... 18.00
Single Cards ..... 15-.25

## STAR WARS
TOPPS (1977)
Full Set (66 Cards/11 Stickers, Blue) ..... $125.00
Unopened Box ..... 350.00
Single Cards ..... 1.50-2.25
Single Stickers ..... 2.75-3.50
SERIES 2
Full Set (66 Cards/11 Stickers, Red) ..... $55.00
Unopened Box ..... 175.00
Single Cards ..... 50-.75
Single Stickers ..... 1.00-1.50
SERIES 3
Full Set (66 Cards/11 Stickers, Yellow) ..... $55.00
Unopened Box ..... 175.00
Single Cards ..... 40-.60
Single Stickers ..... 1.75-2.00
SERIES 4
Full Set (66 Cards/11 Stickers, Green) ..... $55.00
Unopened Box ..... 165.00
Single Cards ..... 55-.60
Single Stickers ..... 90-1.25
SERIES 5
Full Set (66 Cards/11 Stickers, Orange) ..... $50.00
Unopened Box ..... 150.00
Single Cards ..... 65-.75
Single Stickers ..... 1.25-1.75

## STAR WARS CHROMIUM
TOPPS (1996)
Full Set (90) ..... $50.00
Full Refractor Set (90) ..... 750.00
Unopened Box ..... 90.00
4-Card Matrix Set ..... 45.00
6-Card Foil-Embossed Set ..... 55.00
Master Visions Card ..... 75.00
Refractor Singles ..... 8.00
Single Cards ..... 50-.60

## STAR WARS GALAXY
TOPPS (1993)
Full Set (140) ..... $22.00
Full Set (Uncut Sheets) ..... 35.00
Unopened Box ..... 50.00
6-Card Spectra Set ..... 60.00
6-Card Spectra Set (Uncut Sheet) ..... 85.00
Single Cards ..... 15-.20
SERIES 2
TOPPS (1994)
Full Set (135) ..... $22.00
Unopened Box ..... 60.00
6-Card Foil Set ..... 55.00
Signed Cards ..... 32.00
Single Cards ..... 15-.20
SERIES 3
TOPPS (1995)
Full Set (90 Cards/12 Video Cards) ..... $20.00
Full 1st Day Issue Set (90) ..... 90.00
Unopened Box ..... 60.00
6-Card Trip-Tych Set ..... 50.00
6-Card ClearZone Chromium Set ..... 65.00
Single Cards ..... 20-.25

## STAR WARS: SHADOWS OF THE EMPIRE
TOPPS (1996)
Full Set (90) ..... $20.00
Unopened Box ..... 55.00
4-Card Character Set ..... 45.00
6-Card Character Set ..... 55.00
Jumbo Master Visions Card ..... 35.00
Signed Hildebrandt Card ..... 70.00
Single Cards ..... 20-.25

## STAR WARS WIDEVISION
TOPPS (1995)
Full Set (120) ..... $25.00
Unopened Box ..... 60.00
10-Card Finest Set ..... 110.00
Single Cards ..... 15-.25

## SUPERMAN: DOOMSDAY
SKYBOX (1992)
Full Set (100) ..... $40.00
Unopened Box ..... 115.00
2-Card Foil Set ..... 50.00
4-Card Spectra Set ..... 100.00
Single Cards ..... 40-.50

## SUPERMAN HOLO-SERIES
FLEER/SKYBOX (1996)
Full Silver Set (50) ..... $22.00
Full Gold Set (50) ..... 35.00
Unopened Box ..... 55.00
4-Card Silver HoloAction Set ..... 25.00
4-Card Gold HoloAction Set ..... 18.00
HoloCel Card ..... 25.00
Single Cards (silver) ..... 45-.55
Single Cards (gold) ..... 65-.75

## SUPERMAN: MAN OF STEEL
SKYBOX (1994)
PREMIUM EDITION
Full Premium Set (90) ..... $26.00
Unopened Premium Box ..... 50.00
4-Card Forged in Steel Set ..... 90.00
Clark Kent/Superman SkyDisc ..... 100.00
Single Cards ..... 30-.40
COLLECTOR'S EDITION
Full Collector's Edition Set (90) ..... $10.00
Unopened Collector's Edition Box ..... 24.00
6-Card Spectra-Etch Set ..... 40.00
Single Cards ..... 10-.20

## ULTRA SPIDER-MAN
FLEER ULTRA (1995)
Full Set (150) ..... $25.00
Full Signature Set (150) ..... 125.00
Unopened Box ..... 60.00
9-Card Golden Web Set ..... 10.00
6-Card HoloBlast Set ..... 22.00
10-Card ClearChrome Set ..... 50.00
9-Card Masterpieces Set ..... 10.00
Single Cards ..... 10-.20

## ULTRA X-MEN
FLEER ULTRA (1994)
Full Set (150) ..... $30.00
Unopened Box ..... 60.00
Unopened Jumbo Box ..... 75.00
6-Card Fatal Attractions Set ..... 50.00
(Regular and Jumbo Packs)
6-Card Greatest Battles Set (Jumbos) ..... 50.00
9-Card Portraits Set ..... 45.00
(Regular, Anco 11/12-Card Packs)
6-Card Red-Foil Bonus Set ..... 45.00
(Anco 12-Card Packs)
6-Card Silver X-Overs Set ..... 75.00
(Anco 11/12-Card Packs)
5-Card UltraPrints Set ..... 15.00
Single Cards ..... 20-1.50
1 Cyclops ..... 2.00
2 Rogue ..... 2.00
3 Beast ..... 2.00
4 Gambit ..... 2.25
6 Wolverine ..... 2.50
7 Psylocke ..... 2.00
10 Iceman ..... 2.00
11 Bishop ..... 2.00
12 Archangel ..... 2.00
13 Storm ..... 2.00
14 Jean Grey ..... 2.00
15 Sabretooth ..... 2.25
21 Cable ..... 2.25
43 Weapon X (Wolverine) ..... 2.50
55 Magneto ..... 2.25
97 Cyclops ..... 2.00
98 Iceman ..... 2.00
99 Angel ..... 2.00
100 Beast ..... 2.00
101 Marvel Girl ..... 2.00
137 Wolverine vs. Sabretooth ..... 2.25
145 Wolverine vs. Cable ..... 2.00

## ULTRA X-MEN SERIES 2
FLEER ULTRA (1994)
Full Set (150) ..... $25.00
Unopened Box ..... 65.00
9-Card Hunters and Stalkers Set ..... 25.00
10-Card Sinister Observations Set ..... 85.00
10-Card Suspended Animation Set ..... 45.00
Single Cards ..... 20-.90

14 Cyclops ..... 1.00
20 Gambit ..... 1.00
28 Magneto ..... 1.00
41 Sabretooth ..... 1.00
52 Wolverine ..... 1.00
63 Sabretooth ..... 1.00
90 Cyclops ..... 1.00
96 Gambit ..... 1.00
99 Wolverine ..... 1.00
113 Cable ..... 1.00
134 Magneto vs. Wolverine ..... 1.00
135 Omega Red vs. Wolverine ..... 1.00
139 Sabretooth vs. Wolverine ..... 1.00
149 Wolverine ..... 1.00

### ULTRA X-MEN: WOLVERINE
FLEER/SKYBOX (1996)

Full Set (100) ..... $25.00
Unopened Box ..... 65.00
3-Card Mirage Set ..... 50.00
9-Card HoloFlash Set ..... 48.00
Single Cards ..... 20-.30

### VAMPIRELLA
TOPPS (1995)

Full Set (90) ..... $12.00
Full Gold Set (90) ..... 100.00
Unopened Box ..... 38.00
6-Card Gallery Set ..... 40.00
6-Card HoloGlow Set ..... 55.00
Single Cards ..... 10-.15

### VAMPIRELLA GALLERY
TOPPS (1996)

Full Set (72) ..... $15.00
Full Gold Set (72) ..... 90.00
Unopened Box ..... 50.00
6-Card Femme Fatales Set ..... 90.00
Vampirella Hologram Card ..... 55.00
Single Cards ..... 15-.25

### VAMPIRELLA MASTERVISIONS
TOPPS (1996)

Full Factory Set (36) ..... $44.00
Single Cards ..... 1.00-1.25

### WETWORKS
WILDSTORM (1996)

Full Set (107) ..... $22.00
Unopened Box ..... 60.00
9-Card Bio-Cut Set ..... 110.00
9-Card Gold Chrome Set ..... 110.00
Single Cards ..... 10-.25

### WILDSTORM
IMAGE (1994)

Full Set (90) ..... $40.00
Unopened Box (Red) ..... 65.00
Unopened Box (Blue) ..... 65.00
Unopened Box (Green) ..... 65.00
9-Card Refractor Set ..... 100.00
15-Card Signature Set ..... 500.00

### WILDSTORM ARCHIVES
WILDSTORM (1995)

Full Set (99) ..... $30.00
Unopened Box ..... 60.00
11-Card HoloChrome Set ..... 75.00
Single Cards ..... .25-.50

SERIES 2

WILDSTORM (1996)

Full Set (90) ..... $30.00
Unopened Box ..... 55.00
9-Card HoloChrome Set ..... 70.00
Single Cards ..... .30-.35

### WILDSTORM GALLERY
WILDSTORM (1995)

Full Set (100) ..... $18.00
Unopened Box ..... 45.00
6-Card Reader's Choice Set ..... 40.00
12-Card Battles Set ..... 70.00
Single Cards ..... .15-.20

### WILDSTORM SWIMSUIT
WILDSTORM (1996)

Full Set (99) ..... $18.00
Unopened Box ..... 48.00
9-Card Ms. WildStorm Set ..... 60.00
Single Cards ..... .15-.20

### WITCHBLADE
TOP COW PRODUCTIONS (1996)

Full Set (90) ..... $30.00
Unopened Box ..... 70.00
3-Card Signed Thermographic Set ..... 100.00
9-Card Puzzle-to-Portrait Set ..... 60.00
Witchblade Motion Card ..... 75.00
Billy Tucci Signed Card ..... 75.00
Michael Turner Signed Card ..... 75.00
Single Cards ..... .30-.35

### THE X-FILES
TOPPS (1995)

Full Set (72) ..... $16.00

"Sam? Cassidy? Are you down there? Hey, stop and consider that you are free radicals."

[NO ENTRY: X-MEN (SERIES 2)]

Full Foil Set (72) ..... 70.00
Unopened Box ..... 60.00
4-Card Topps Finest Set ..... 55.00
6-Card Comic Covers Set ..... 55.00
Deluxe Binder w/Insert Card ..... 20.00
Single Cards ..... .20-.25

SERIES 2

TOPPS (1996)

Full Set (72) ..... $14.00
Full Foil Set (72) ..... 75.00
Unopened Box ..... 45.00
4-Card Hologram Set ..... 35.00
6-Card Comic Cover Set ..... 40.00
Single Cards ..... .15-.25

SERIES 3

TOPPS (1996)

Full Set (72) ..... $14.00
Full Foil Set (72) ..... 75.00
Unopened Box ..... 50.00
2-Card Paranormal Set ..... 15.00
2-Card 3-D Holo Set ..... 20.00
6-Card Foil Set ..... 45.00
Single Cards ..... .15-.25

### THE X-FILES MASTERVISIONS
TOPPS (1996)

Full Factory Set (30) ..... $36.00
Single Cards ..... 1.00-1.25

### X-MEN CHROMIUM
FLEER ULTRA (1995)

Full Set (100) ..... $25.00
Unopened Box ..... 75.00
9-Card Lethal Weapons Set ..... 30.00
20-Card Alternate X-Set ..... 40.00
Single Cards ..... .20-.30

### X-MEN SERIES 1
SKYBOX (1992)

Full Set (100) ..... $38.00
Unopened Box ..... 65.00
5-Card Hologram Set ..... 30.00
Factory Tin Set (7,500 ed.) ..... 70.00
Cap. City Gold Magneto Hologram ..... 10.00
Single Cards ..... .15-1.50
2 Wolverine ..... 2.75
18 Gambit ..... 2.75
19 Cable ..... 2.75
41 Magneto ..... 2.75
52 Sabretooth ..... 2.75
94 Gambit ..... 2.75
95 Wolverine ..... 2.50
98 Cable ..... 2.50
Jim Lee Signed Card (w/stamp) ..... 100.00

### X-MEN SERIES 2
SKYBOX (1993)

Full Set (100) ..... $25.00
Unopened Box ..... $5.00
Full 30th Anniversary Foils Set (9) ..... 40.00
Full Holofoils Set (3) ..... 36.00
Factory Tin Set ..... 65.00
Single Cards ..... .20-1.50
5 Cable ..... 2.75
10 Cyclops ..... 2.00
12 Gambit ..... 2.75
36 Wolverine ..... 2.75
43 Cable (vs. Stryfe) ..... 2.00
44 Stryfe (vs. Cable) ..... 2.00
49 Wolverine (vs. Omega Red) ..... 2.00
50 Omega Red (vs. Wolverine) ..... 2.00
52 Wolverine (vs. Sabretooth) ..... 2.00
53 Sabretooth (vs. Wolverine) ..... 2.00
85 X-Men Blue Team ..... 1.75
86 X-Men Gold Team ..... 1.75
91 Sabretooth Unleashed ..... 2.00
93 Persuasion Gambit-Style ..... 2.00
98 The Claws of Wolverine ..... 2.00
H-X Wolverine 3-D ..... 40.00

HIGHLAND MINT MINT-CARD PRICE GUIDE

AMAZING FANTASY #15
Type | Mintage | % | Price
Bronze | [illegible] | [illegible] | [illegible]
Silver | [illegible] | [illegible] | [illegible]

FANTASTIC FOUR #1
Type | Mintage | % | Price
Bronze | [illegible] | [illegible] | [illegible]
Silver | [illegible] | [illegible] | [illegible]

INCREDIBLE HULK #1
Type | Mintage | % | Price
Bronze | [illegible] | [illegible] | [illegible]
Silver | [illegible] | [illegible] | [illegible]

X-MEN #1
Type | Mintage | % | Price
Bronze | [illegible] | [illegible] | [illegible]
Silver | 500 | 96 | 235.00

## WIZARD PRICE GUIDE V.I.P.S for this issue

[illegible]
B.A.'s Comics & Nostalgia
121 Oxford St. East London
Ontario, Canada N5A 1T4
(519) 434-[illegible]

Chris Barchuk
Wizard World
Rockland Center
51 E. Rt. 59
Nanuet, NY 10954
(914) 624-2224

Dave Braunstein
Eldorado Comics
PO Box 3630
Cherry Hill, NJ 08034
(609) 489-1199

[illegible]
Heroes & Fantasies
742 Barchester
San Antonio, TX 78216
(210) 341-5567

Brian Johnson
All About Books & Comics
517 E. Camelback
Phoenix, AZ 85012
(602) 277-0757

Dash Hobbeheydar &
Mark Laskowski
And Then it Rained Comics
P.O. Box 11041
Scottsdale, AZ 85271
(602) 990-9224

[illegible]
Galaxy Comics
10 North 36th Street
Richmond, IN 47374
(765) 962-[illegible]

Brian Kozicki & John Cathell
Buried Under Comics
188 West
Middle Turnpike
Manchester, CT 06040
(860) 643-7295

Ivan Matos
Comic Connection
2128-C Fort
Campbell Blvd.
Clarksville, TN 37042
(615) 572-9588

[illegible]
American Comics and Cards
4707 Lee Highway
Chattanooga, TN 37421
(423) 490-0501

[illegible]
Adventures in Comics & Games
6726 Fair Oaks Blvd.
Carmichael, CA 95608
(916) 972-[illegible]

[illegible]
Amazing Fantasy
4300 Portsmouth Blvd.
Suite 192
Chesapeake, VA
(757) 465-[illegible]

Tom Shea
TJ Collectibles
160 Main St.
Milford, MA 01757
(508) 473-[illegible]

Steve Snyder
Central City Comics
1460 Bethel Rd.
Columbus, OH 43220
(614) 451-[illegible]

Joel Ringwall
Residents Zone
2149 1/2 Hennepin
Ave. South
Minneapolis, MN 55406
(612) 872-[illegible]

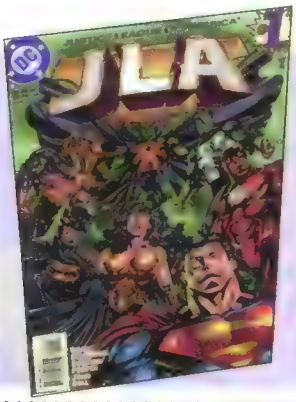
## RETAILER NETWORK

[illegible]

KEY: price went up | price went down | this set's new | set is hot

***Wizard*, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. Here are the back issues searching the charts in July.**

# TOP 10 COMICS



## 1. JLA #1

WRITER: Grant Morrison
ARTISTS: Howard Porter and John Dell

DC's new *JLA* series is pretty good in darned near all respects, save one: The title. It ain't called "Justice League of America" anymore. It's just plain ol' "JLA." And there's no explanation as to what "JLA" means ('cept on the occasional cover—but who looks at *that?*). Heck, those letters could stand for anything. Jello Lobbyists on Acid? Jumpin' Leapfrogs in Action? Jolly Lepers of Armenia? Guess they figure all them long john-types on the cover will let people know that it's a superhero book, and a plenty-swell one at that. And with a high-powered lineup that includes Superman, Batman and Aquaman, they could call it *Crap on a Stick* and it would still sell. **LAST MONTH: 1**

## 2. THE DARKNESS #1

WRITER: Garth Ennis
ARTISTS: Marc Silvestri and Batt

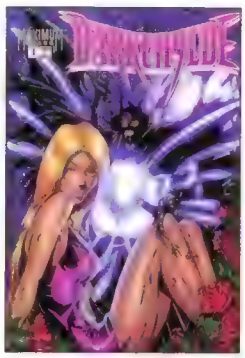
About the only thing in America more popular than *The Darkness* these days is food. And the only reason that food rates ahead of *The Darkness* is that people realize they'll die if they don't eat. Hey, speaking of death, that's what our title character, Mr. Jackie Estacado, specializes in. Y'see, he started out as a mob enforcer. And now that he's down with this "Darkness" power, he can summon up li'l demon guys to fold, spindle and mutilate whoever he wants whenever he wants. This little shtick has proven so popular that all three cover versions of *The Darkness* #1 are selling better than plaid pants at a golf show. **LAST MONTH: 4**

## 3. WITCHBLADE #1

WRITERS: David Wohl, Brian Haberlin and Christina Z.
ARTISTS: Michael Turner and D-Tron

And then there's *Witchblade*. According to our latest poll results, the only things more popular than *Witchblade* today are *The Darkness*, food and a nice pair of warm socks when they just come fresh from the dryer. Fans dig the detailed Michael Turner artwork, the heroism of the main character, Sara Pezzini, and especially the weird relationship that exists between the Witchblade itself and the Darkness force. And since *Witchblade* and *The Darkness* will be crossing over this fall, we'll probably learn a bit more about that interesting relationship. **LAST MONTH: 2**

**NUMBER THREE**



**NUMBER FOUR**

## 4. DARKCHYLDE #1

WRITER: Randy Queen
ARTISTS: Randy Queen, Jason Gorder and Marlo Alquiza

Yeah, it's *Darkchylde* #1 here yet again, but at least this time you're seeing a new cover. Why? Well, *Darkchylde* #1 came with five different covers, so it makes sense that we change things up and show you something new. Also, Darkchylde creator Randy Queen himself offered to "dance the schmeggenhimey dance naked throughout the halls" of our office if we showed a different cover. Now we're not sure what the "schmeggenhimey dance" is, but it sure sounds cool. We'll have pictures next month. **LAST MONTH: 3**

NUMBER FIVE

## 5. BODY BAGS #1

WRITER: Jason Pearson
ARTIST: Jason Pearson

The main characters in *Body Bags* are named—no kidding—Panda and Clownface. Aw, ain't that cute? Widdle ol' Panda. Funny little Clownface. Well, not exactly. This book appears on this list for two reasons: First, no one ordered it in any kind of quantity, so we think there's maybe somewhere 'round 53 copies floating around. Second, Panda and Clownface are the kind of hyper-violent characters in the kind of hyper-violent story that appeals to...uh...hyper-violent readers, we guess. This title took everyone by surprise. **LAST MONTH: 9**

## 6. THE DARKNESS #0

WRITERS: David Wohl and Christina Z.
ARTISTS: Marc Silvestri, Michael Turner, D-Tron and Batt

NUMBER SIX

Don't panic! Your "Top 10" list is not broken! The heading says *The Darkness #0*, but this book is really the *Witchblade #10* you've come to know and love. Y'see, 25 percent of the print run of *Witchblade #10* came with a spiffy "*Darkness #0*" alternate cover. And nobody but nobody ever walks into a store and says, "Hey! Gimme a *Witchblade #10* 'Darkness' variant!" They all say, "Hey! Gimme a *Darkness #0*!" So that's what we're callin' it from now on. That's where it is in the price guide, too. Check it out. **LAST MONTH: 8**

NUMBER SEVEN

## 7. JLA #2

WRITER: Grant Morrison
ARTISTS: Howard Porter and John Dell

Forget our analysis of *JLA #2*. Let's find out what penciler Howard Porter has to say. Take it away, Howie... "I'm a big fan of *JLA #2*, 'cause I got paid for it. I also like it 'cause when it shows on your 'Top 10,' I get to see my name in print. *JLA* has momentum. It's a runaway bus like that bus in the movie 'Speed,' only it doesn't have Sandra Bullock in it. But we've got Wonder Woman, and she could beat up Sandra Bullock any day." **LAST MONTH: 5**

## 8. RESURRECTION MAN #1

WRITERS: Dan Abnett and Andy Lanning
ARTIST: Butch Guice

NUMBER EIGHT

And now for something completely different! *Resurrection Man* is the story of a memory-stripped drifter named Mitch (he doesn't even know his last name) who has the ability to come back from the dead with a new superpower each time he dies. And he dies a lot. The catch? He never knows what his new power is gonna be, and sometimes never finds out until it's too late. He also comes back with a few shards of memory from his past life each time he's resurrected. Trust us: It's mighty good. **LAST MONTH: 16**

NUMBER NINE

## 9. THUNDERBOLTS #1

WRITER: Kurt Busiek
ARTISTS: Mark Bagley and Vince Russell

Man, them Thunderbolts! They sure are some sneaky bastards! By the time you get to the end of *Thunderbolts #1* (and if you haven't read this book by now, you should be slapped), you find out that the heroic-lookin' T-Bolts are *really* the bad-ass Masters of Evil in disguise! They say they're here to fill the gap left by the heroes that disappeared in the battle with Onslaught. But now, those heroes are returning. Gonna be some fireworks in the Marvel Universe soon? Bet on it. **LAST MONTH: NOT RANKED**

## 10. PREACHER #1

WRITER: Garth Ennis
ARTIST: Steve Dillon

NUMBER TEN

Looks like *Preacher* leads the comic world in the "Rudeness Most Foul" category. At various times, *Preacher* has featured guys getting their ears shot off, a woman getting her hand stabbed into a car dashboard, and a kitty-cat getting flushed down the toilet. The *really* weird thing about all this is that despite occasional over-the-top violence, *Preacher* ain't just a blood-'n'-guts shock book; it's actually one of the best-written comics available. That's why *Preacher #1* is still one of the most sought-after back issues today. **LAST MONTH: 10**

## THE NEXT TEN

THE NEXT 10 HOT BOOKS AND THE COMPANIES THAT MAKE THEM

**11. FANTASTIC FOUR** #1 MARVEL
**12. WITCHBLADE** #2 IMAGE
**13. ARCANUM** #1 IMAGE
**14. SUPERGIRL** #1 DC
**15. WITCHBLADE** #3 IMAGE
**16. DARKCHYLDE** #3 MAXIMUM
**17. HITMAN** #1 DC
**18. ASTRO CITY** (VOL. 2) #1 IMAGE
**19. KA-ZAR** #1 MARVEL
**20. ASTRO CITY** (VOL. 2) #6 IMAGE

# MARKET WATCH

**COMIC MARKET NEWS AND SUCH • by Lars Pearson**

# FANS BOOGIE DOWN FOR '70s BOOKS

**DISCO AIN'T DEAD: Fans are jumping for 1970s gems.**

And you thought they died with disco. In the last few months, 1970s comics have been bigger on the back-issue market than toilet paper in Russia. Why? Mostly because they're cheap! In fact, '70s back-issue prices are often cheaper than brand-spankin'-new comics' cover prices. And today's collectors often want '70s books for reasons beyond just the price tags. Reasons like:

• Oodles of key first appearances. Even if you can't afford *Incredible Hulk* #181 (first Wolverine) or *Amazing Spider-Man* #129 (first Punisher), snagging a *Ms. Marvel* #18 (first Mystique, a current X-Factor member) is still pretty keen.

• Cool obscure stuff. Long before the days of Vertigo, '70s Marvel comics like *Werewolf by Night* and *Tomb of Dracula* set a comic book horror standard. DC's recent *House of Secrets* and *Weird War Tales* series have sparked interest in their '70s counterparts. Most all these titles can be had dirt-cheap and can make for some good, offbeat reading.

• Big-time Marvel characters, much cheaper than modern titles. Books such as *Marvel Premiere*, *Marvel Two-in-One* and *Marvel Team-Up* feature tons of great Marvel A-list characters like Spider-Man, the Thing and the Hulk, and can usually be picked up at *el cheapo* rates.

• Regrettably, there's always the speculators. Some collectors think '70s comics are the next to take off in price, since '60s titles are already pricey and there's mountains of '80s and '90s books floating around.

Higher levels of trading haven't resulted in many higher prices yet, so there are still groovy bargains to be found—if you can stand the disco references.

## RESURRECTION MAN SHOWS LIFE!

Whoa, where'd *this* baby come from? *Resurrection Man*, the new DC title about Mitch Shelley, a schmoe who is reborn with new superpowers every time he croaks, has been trading hands fast and furious. Issue #1 has already gone into a second printing, and first printings can easily cost you twice-cover, even though the book is only six months old.

That's *waaay* atypical for a second-tier DC book, but *Resurrection Man*, co-written by Dan Abnett and Andy Lanning and drawn by Butch Guice, has been appealing to a wide range of comic readers. The Vertigo crowd digs the funky resurrection element, and superhero fans are clam-happy since Mitch gets a brand-new power each time he bites it. A guest appearance by the JLA in issue #2 didn't exactly hurt the title's visibility—and neither will future stories involving Batman and Hitman.

Readers also like the fact that *Resurrection Man* has the same sense of loss that helped make *Spawn* popular, since it was just revealed that Mitch's wife helped kill him originally and still wants him axed.

Hmm, maybe it *does* pay to bite it.

***Resurrection Man* is DC's new sleeper hit.**

***Batman: Black and White*'s creative lineup is so good, Alex Ross' art (above) only got the *inside* cover!**

## WHAT'S HOT

• *Batman: Black and White* (DC)—Neil Gaiman! Jim Lee! Frank Miller! Marc Silvestri! Simon Bisley! This harmless-looking four-issue anthology mini-series has so much big-name work, a piece by fan-fave painter Alex Ross is shoved onto the *inside* cover of #4! Fans finally realized there's something here for everyone, so *Batman: Black and White* issues are being grabbed faster than Eggo waffles. And truth be told, if you can't find a comic creator you like among the 40 or so that worked on this puppy, you're probably blind. And have bad taste. And...and like Pauly Shore.

• *Captain America* (Marvel)—No big surprise here. Ever since the announcement that the acclaimed team of Mark Waid and Ron Garney was returning to *Cap*, there's been high demand for their first run: *Captain America* #444-#454. If Waid writes new *Cap* stories as if he were continuing from these issues, demand could go even higher.

• *The Invisibles* vol. 2 (DC/Vertigo)—Thanks to writer Grant Morrison's work on *JLA* and Phil Jimenez's crisp artwork, Morrison's little creator-owned psychodrama has gained on the sales charts over the last few months. W

*New York-based Lars Pearson is Wizard's price guide manager.*

## Wizard's Top 10 Writers

1 **Garth Ennis** *Hitman, Preacher*

Paul Schwaldt

2 **Mark Waid** *Ka-Zar, Flash*

Al Ortega

3 **Peter David** *Aquaman, Supergirl*

J. Schuyler

4 **Scott Lobdell** *Uncanny X-Men*

Al Ortega

5 **Kurt Busiek** *Astro City, Thunderbolts*

Bobo Mahn

6 **Grant Morrison** *JLA*

Al Ortega

7 **Frank Miller** *Sin City*

Al Ortega

8 **David Wohl** *Witchblade*

9 **James Robinson** *Starman, Cable*

Al Ortega

10 **Joe Kelly** *Deadpool, upcoming: Uncanny X-Men*

## Wizard's Top 10 Artists*

Gene Poliero

1 **Joe Madureira** *Uncanny X-Men*

Al Ortega

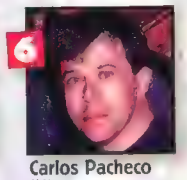
2 **Jim Lee** *Fantastic Four*

3 **Michael Turner** *Witchblade*

4 **Marc Silvestri** *The Darkness*

Al Ortega

5 **J. Scott Campbell** *Gen*



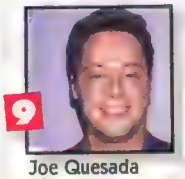
6 **Carlos Pacheco** *X-Men*

Al Ortega

7 **Adam Kubert** *Incredible Hulk*

C. Blackwelldown

8 **Andy Kubert** *Ka-Zar*



9 **Joe Quesada** *Ash*

10 **Alex Ross** *Uncle Sam*

*** Pencilers and painters**

***Wizard*'s Top Ten Professionals lists are derived from a nationwide retailer survey.**

## Buried Treasure

### Preacher #12 (polybagged)

Though the market value of *Preacher* might have slowed in recent months (most likely due to trade paperback reprints), the series is still a hot commodity. In fact, fans seem to have overlooked one thing: polybagged issues of *Preacher* #12.

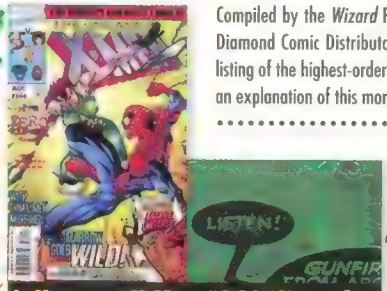
See, in 1996 some Vertigo books were polybagged with a 16-page ad for the computer game *Loaded*. But a lot of readers ripped open the polybag, read the book and chucked the promo—making these babies kinda scarce.

And because *Preacher* is still a prize series, fanatics will want both bagged and unbagged versions. So if you're a "complete" *Preacher* fan, snag a bagged copy for your collection today! ■ *LP*

# WIZARD TOP 100

**The highest-ordered comic books for the month of JUNE.**

Compiled by the *Wizard* Price Guide staff, and working off the data supplied by Diamond Comic Distributors book retailers across the country, the following is a listing of the highest-ordered comics for June. Check out the column on the right for an explanation of this month's standout books.




1. Uncanny X-Men #346 (Marvel)
2. X-Men #66 (Marvel)
3. Fantastic Four #10 (Marvel)
4. Wolverine #115 (Marvel)
5. Spawn #63 (Image)
6. Iron Man #10 (Marvel)
7. Avengers #9 (Marvel)
8. Captain America #10 (Marvel)
9. WildC.A.T.s/X-Men: The Silver Age #1 (Image)
10. Generation X #29 (Marvel)
11. JLA #8 (DC)
12. Curse of the Spawn #10 (Image)
13. X-Man #29 (Marvel)
14. Gen13 #20 (Image)
15. X-Force #68 (Marvel)
16. The Darkness #6 (Image)
17. Cable #45 (Marvel)
18. Witchblade #15 (Image)
19. X-Factor #136 (Marvel)
20. Incredible Hulk #455 (Marvel)
21. Amazing Spider-Man #425 (Marvel)
22. Alpha Flight #1 (Marvel)
23. Excalibur #111 (Marvel)
24. Psylocke & Angel: Crimson Dawn #1 (Marvel)
25. Superman #126 (DC)
26. Adventures of Superman #549 (DC)
27. Action Comics #736 (DC)
28. Superman: The Man of Steel #70 (DC)
29. Peter Parker: Spider-Man #82 (Marvel)
30. Spectacular Spider-Man #248 (Marvel)
31. Sensational Spider-Man #18 (Marvel)
32. Deadpool #7 (Marvel)
33. Batman #545 (DC)
34. Dawn #6 (Sirius)
35. Detective Comics #712 (DC)
36. Batman: The Long Halloween #9 (DC)
37. Gen13 Bootleg #8 (Image)
38. Star Wars: Dark Force Rising #2 (D.H.)
39. Supergirl #12 (DC)
40. Gen13 College Yearbook 1997 (Image)
41. Lady Death: The Crucible #5 (Chaos!)
42. The X-Files #31 (Topps)
43. Green Lantern #89 (DC)
44. Superman: The Man of Steel Annual #6 (DC)
45. Thunderbolts #5 (Marvel)
46. The Superman/Madman Hullabaloo! #1 (D.H.)
47. The Kents #1 (DC)
48. S. Wars: T. of the Jedi—Fall of the Sith Empire #1 (D.H.)
49. Preacher #28 (DC)
50. Pitt #14 (Full Bleed)
51. Kurt Busiek's Astro City (vol. 2) #10 (Image)
52. Nine Volt #1 (Image)
53. WildC.A.T.s #39 (Image)
54. Batman: Legends of the Dark Knight #97 (DC)
55. Spider-Man Unlimited #17 (Marvel)
56. Ka-Zar #4 (Marvel)
57. Batman: Shadow of the Bat #65 (DC)
58. Preacher Special: The Good Old Boys (DC)
59. Nightwing #11 (DC)
60. DV8 #9 (Image)
61. Detective Comics Annual #10 (DC)
62. The Flash #128 (DC)
63. Arcanum #4 (Image)
64. Thunderbolts '97 (Marvel)
65. Elektra #9 (Marvel)
66. Catwoman #48 (DC)
67. Robin #44 (DC)
68. Silver Surfer #130 (Marvel)
69. Untold Tales of Spider-Man #23 (Marvel)
70. Wonder Woman #124 (DC)
71. Daydreamers #1 (Marvel)
72. Vampirella/WetWorks #1 (Harris)
73. Robin Annual #6 (DC)
74. S. Wars: X-Wing R. S.—Req. for a Rogue #3 (D.H.)
75. Daredevil #366 (Marvel)
76. Venom: License to Kill #3 (Marvel)
77. Starman #33 (DC)
78. Azrael #32 (DC)
79. WildStorm Swimsuit Special '97 #1 (Image)
80. Journey into Mystery #511 (Marvel)
81. Aquaman #35 (DC)
82. Hellshock #6 (Image)
83. Impulse #28 (DC)
84. The Teen Titans #11 (DC)
85. The Dreaming #15 (DC)
86. What If? #99 (Marvel)
87. WetWorks #30 (Image)
88. Pride & Joy #2 (DC)
89. Superboy #42 (DC)
90. Hitman #17 (DC)
91. Judgment Day Omega (Maximum)
92. Savage Dragon #40 (Image)
93. Judgment Day: Final Judgment (Maximum)
94. Hellboy: Almost Colossus #1 (Dark Horse)
95. Weird War Tales #3 (DC)
96. The Books of Magic #39 (DC)
97. Superboy Annual #4 (DC)
98. Legion of Super-Heroes #95 (DC)
99. Legionnaires #51 (DC)
100. Lynch #1 (Image)

## X-MEN BACK ON TOP

• ***Uncanny X-Men* #346** (No. 1), ***X-Men* #66** (No. 2) and ***Spawn* #63** (No. 5): Last month, sales of *Spawn* were up due to a deal through which retailers got a free "Cosmic Angela Ultra-Action Figure" if they ordered buttloads of *Spawn* comics. This month, *Spawn* sales returned to normal, and schwing!—*Uncanny X-Men* and *X-Men* have retaken their slots at the top.

• ***Alpha Flight* #1** (No. 22): Whoa! For a team that looked dead in the water, Alpha Flight is making a comeback as strong as the woolly Sasquatch himself. Writer Steven T. Seagle (*Sandman Mystery Theatre*) and artist Scott Clark (*StormWatch*) seem to have drawn some fans from their old titles to this new series.

• ***Nine Volt* #1** (No. 52): Moooo! Little has been said about this new Top Cow series, but since Top Cow's one of the hottest companies going right now, *Nine Volt* #1 debuted high. It's too soon to tell, though, whether Top Cow has another hit with this futuristic series, described by its penciler Anthony Chun as "X-Files" meets Japanese monster movies.

• ***Preacher Special: The Good Old Boys*** (No. 58): Man, *Preacher* is going strong! Specials and annuals often place much lower than issues from a regular series, since they usually don't add to the regular series' continuity. But *Good Old Boys* has beaten this trend, placing a mere nine slots below *Preacher*, even with an eye-popping $4.95 price tag (twice the standard *Preacher* price). That's a big financial winner for DC Comics. People sure love that Garth Ennis guy.

• ***Starman* #33** (No. 77): Great galaxies! *Starman* is flying up the charts! This series, featuring the son of the Golden Age *Starman*, went up a whopping 15 notches from last month, and the title's been adding readers ever since DC gave it a big marketing push with "Starman Month" in February.

• ***Judgment Day Omega*** (No. 91) and ***Judgment Day: Final Judgment*** (No. 93). Good news for Maximum Press (now known as Awesome Entertainment): Two more of the company's books cracked the Top 100. Bad news: Numbers were down fairly significantly from May's *Judgment Day Alpha*. But more good news: *Alpha* is already in a second printing, as people snapped up available copies. We'll see what happens with this one.

## ATTENTION COMIC BOOK RETAILERS:

If you're a retailer who would like to participate in our compiling of the *Wizard* Top 100 (and be a candidate for special prizes), please write to us at the address below.

**Top 100 Coordinator**
**c/o Wizard Press**
**151 Wells Ave.**
**Congers, NY 10920-2064**
or e-mail us at: **WizardTGTC@aol.com**

## GRADING COMICS BY CONDITION

**All prices listed in this guide are for Near Mint (NM) condition.**

When your comic isn't Near Mint, you can compute the price based on the percentages shown to the left. Now, keep in mind that one person's Mint is another's Near Mint. And many things can factor into grading a comic's value: its age, the supply and demand for the various grades, retailer location, local availability of a title, its current popularity, and most importantly, what specific condition the comic is in. *"Dammit, Jim, I'm a doctor, not a comic grader!"* Hey, relax. We'll not only show you how to use this price guide, but how to grade your comics too. Just read along and before you know it, you'll be able to dazzle your dates with all sorts of hip comic lingo.

It might help if you grade comics on a 10-point scale, with 10 being perfect and 1 being lousy.

**MINT (M):** An almost perfect 9.8 to 10 on a 10-point scale! *¡Un libro muy guapo!* To be Mint, a comic must appear absolutely like the day it was printed, with no nicks, dings or creases. It's gotta be clean as a whistle. Corners are perfectly sharp without a tear or shred, the colors are crystal clear, the cover gloss is still there and even the friggin' *staples* are perfect. Many comics produced today fall short of Mint standards. Remember, no imperfections may be allowed in a Mint comic. Mint comics usually sell for 125 to 150 percent of price guide listings. Comics published after 1970 in Mint condition are closer to the Near Mint price, since many exist in Mint condition.

**NEAR MINT (NM):** A 9 on a 10-point scale. Just a notch or two below perfect. It might appear to be Mint, but upon close inspection, tiny flaws can be detected. The gloss and color are outstanding. Comics in this condition should do any collection proud, unless you're some weird, anal comic perfectionist. All prices in this guide are for Near Mint copies, which are 100 percent of price guide listings.

**VERY FINE (VF):** A 7 on a scale of 10. This is clean and sharp in every way and at first glance may appear Near Mint. At closer range, however, you'll notice minor signs of use. VF comics are 70 percent of guide listings.

**FINE-VERY FINE (FVF):** A 6 outta 10. Fine-Very Fine books are above-average, clean, bright copies lacking the crispness associated with VF. Pages may be slightly yellow, but not brown or brittle. Several tiny stress lines along the spine or covers may be expected, and several tiny color flakes are permitted. No subscription creases or spine rolls are allowed in this grade. Corners may be slightly rounded, but exceptional cover gloss remains. Fine-Very Fine books go for 50 percent of price guide listings.

**FINE (FN):** This rates a 5 out of 10. Fine books are slightly better than average with obvious signs of wear, but are still clean and bright without major creasing. Fine books go for 40 percent of price guide listings.

**VERY GOOD (VG):** A whopping 3 out of 10. Average, at best. Very Good comics appear used, but not abused. They have creases and minor tears. Very Good books go for 15-25 percent of guide listings.

**GOOD (G), FAIR (FR) and POOR (P):** All are 1 or less out of 10. These books...suck. They are considered below average and heavily worn. These are the comics that have been read and re-read without regard to preservation. Good books go for 10 percent of price guide listings. Fair books can have loose pages or pieces missing from the cover and sell for 3 percent of price guide listings. Poor books can have missing covers, pages, etc. These books are really sorry, and they go for 1 percent of price guide listings.

# ABOUT THE PRICE GUIDE

The **WIZARD** guide contains the most accurate and up-to-minute comic book prices available on the planet. To ensure that our values are as timely as possible, we constantly communicate with our ever-expanding network of comic book retailers and regularly send scouts to check prices in stores and at shows throughout the country. Keep in mind that the Price Guide is only a guide; prices may vary depending on the local availability and popularity of a title.

## HOW TO USE THE PRICE GUIDE

It's easy, and best of all, you can learn at home. The price guide is arranged alphabetically by title. Listings for trade paperbacks, annuals, one-shots and graphic novels are found after the regular listing for a title, and are likewise listed alphabetically. When a title has been used several times for different series, like *Legion of Super-Heroes*, we list all series under that title chronologically.

When a book has changed in value since last month's listing, it's shaded by either a red or blue bar. If the comic has risen in value, it's marked by a red bar. If it has fallen in value, it's marked by a blue bar. Every new issue and/or title listing is marked by a green bar. A yellow bar indicates an issue that is experiencing heavy market trading activity, but has not changed in value since last issue.

In the example shown below, ***Action Comics* #684** is a comic being listed for the first time, ***Action Comics* #267** has risen since last month, ***Action Comics* #661** has dropped in value since last month, and ***Action Comics* #686** has been selling like ebola-infested monkeys without any fluctuation in price. (Actually, ebola-infested monkeys probably wouldn't sell very well, so they're a bad example. Let's just say that comics with yellow bars are really hot.)

## ALPHABETICAL ARRANGEMENT

After skipping articles "A," "An," and "The" at the beginning of a title, alphabetization is word by word, not letter by letter. So, "The Amazing Spider-Man" is listed under "Amazing," and "The Astonishing X-Men" is listed under "Astonishing;" "Batman: Sword of Azrael" comes before "Batman: The Animated Movie" because we include the article "The" in alphabetizing when it occurs as an interior part of the title. Using the one-word-at-a-time approach, all titles starting with the word "Blood," including "Blood Syndicate," are used up before we go on to titles such as "Bloodfire/Hellina" and "Bloodshot." Abbreviations such as "Dr." will be found before titles starting with "Dragon" but after titles starting with "Doctor." Numeric titles such as "2099 A.D." will be mixed in alphabetically as if the numeral were spelled out as "Two thousand ninety-nine."

## PRICING YOUR COMICS

All prices listed in this guide are for Near Mint (NM) condition. When your comic isn't Near Mint, you compute the price based on the percentages shown below. Keep in mind this is only a guide, and percentages can vary depending on several factors, including age, supply and demand for the various grades, retailer location, local availability of a title and its current popularity.

**MINT (M)** 125-150% of price listed. Comics after 1970 in Mint should be priced at the Near Mint price, since Mint copies are not unusual for comics after 1970.
**NEAR MINT (NM)** 100% of price listed.
**VERY FINE (VF)** 70% of price listed (75-80% for pre-1970 books).
**FINE-VERY FINE (FVF)** 50% of price listed.
**FINE (FN)** 40% of price listed.
**VERY GOOD (VG)** 15-25% of price listed.
**GOOD (G)** 10% of price listed.
**FAIR (FR)** 3% of price listed.
**POOR (P)** 1% of price listed.

## REFERENCES

| | | | |
|---|---|---|---|
| ❶: | First Appearance of | M: | Married |
| anniv: | Anniversary issue | O: | Origin |
| A: | Appearance | p: | part # |
| B: | Begin stories with | PF: | Prestige Format |
| C: | Cameo that pre-dates ❶ | Q: | Quits |
| cvr: | Cover | R: | Return of |
| D: | Death/Destruction of | SC: | Softcover |
| GN: | Graphic Novel | sz: | Size |
| HC: | Hardcover | TPB: | Trade Paperback |
| IR: | Identity revealed | w/: | With |
| J: | Joins | w/o: | Without |
| L: | Last story with | | |

## HERE'S A SAMPLE!

# creator abbreviations

# ARTISTS & WRITERS

Abadzis, Nick ....NAb
Abell, Dusty ....DAb
Abnett, Dan ....DAt
Adams, Art ....AAd
Adams, Michael ....MAd
Adams, Neal ....NAd
Adkins, Dan ....DAd
Adlard, Charlie ....CAd
Ahlquist, Mark ....MAq
Akins, Tony ....TAk
Albrecht, Jeff ....JAb
Alcatena ....ALc
Allred, Laura ....LAl
Allred, Michael ....MAl
Altieri, Kevin ....KAt
Altstaetter, Karl ....KAl
Amaro, Gary ....GAm
Ammerman, David ....DAm
Anderson, Brent ....BAn
Anderson, Murphy ....MAn
Andru, Ross ....RAn
Aparo, Jim ....JAp
Aragonés, Sergio ....SAr
Arcudi, John ....JAr
Arlen, Renato ....RAr
Artis, Tom ....TAr
Ashford, Richard ....RAs
Augustyn, Brian ....BAu
Austin, Terry ....TAu
Ayers, Dick ....DAy
Bachalo, Chris ....CBc
Badger Mark ....MBd
Bagley, Mark ....MBa
Bair, Michael ....MBi
Baker, Kyle ....KBa
Balent, Jim ....JBl
Banks, Darryl ....DBk
Baron, Mike ....MBo
Barr, Mike W. ....MWb
Barreto, Eduardo ....EBa
Barrett, Neal ....NBa
Barriero, Ricardo ....RBa
Barry, Dan ....DBa
Bates, Cary ....CBa
Batista, Chris ....CBt
Beachum, Mike ....MBe
Beatty, Terry ....TBe
Beauvais, Denis ....DBe
Benefiel, Scott ....SBe
Benes, Ed ....EBe
Benitez, Joe ....JOe
Benjamin, Ryan ....RBn
Bennett, Joe ....JBe
Bennett, Richard ....RBe
Benson, Scott ....SBn
Berkowitz, Stan ....SBk
Bierbaum, Mary ....MBm
Bierbaum, Tom ....TBm
Bingham, Jerry ....JBi
Birch, J. J. ....JJb
Bisley, Simon ....SBi
Bissette, Stephen ....SBs
Bjukovic Edwin ....EBj
Blaustein, Adam ....ABl
Blevins, Bret ....BBl
Bogdanove, Jon ....JBg
Bolinger, Kat ....KBo
Bolland, Brian ....BBo
Bolton, John ....JBo
Bond, Phillip ....PBo
Booth, Bret ....BBt
Boring, Wayne ....WBo
Boyd, Robert ....RBo
Braun, Russel ....RBr
Breeding, Brett ....BBd
Brereton, Daniel ....DBn
Brevoort, Tom ....TBr
Breyfogle, Norm ....NBr
Bridges, Vic ....VBr
Bridwell, E. Nelson ....EBr
Bright, Mark ....MBr
Brigman, June ....JBr
Broderick, Pat ....PBr
Broome, John ....JBm
Broome, Mat ....MAt
Brown, Robert ....RBw
Brozowsky, Joe ....JBz
Brunner, Frank ....FBr
Buccellato, Steve ....SBc
Buckingham, Mark ....MBu
Buckler, Rich ....RBu
Buscema, John ....JBu
Buscema, Sal ....SBu
Busiek, Kurt ....KBu
Butler, Jeff ....JBt
Butler, Steve ....SBt
Buzz ....BUz
Byam, Sarah E. ....SBy
Byers, Reggie ....RBy
Byrd, Mitch ....MBy
Byrne, John ....JBy
Cagley, Michael ....MCg
Cahn, Gary ....GCh
Calafiore, Jim ....JCf
Cameron, Don ....DCa
Campbell, Eddie ....ECa
Campbell, J. Scott ....JCp
Campos, Marc ....MCa
Capullo, Greg ....GCp
Caputo, Tony ....TCa
Cardy, Nick ....NCa
Carey, Mike ....MCy
Cariello, Sergio ....SCi
Cariello, Octavio ....OCa
Carlin, Mike ....MCr
Carr, Steven ....SCa
Carralero, Ricky ....RCl
Carruthers, Sandy ....SCs
Case, Richard ....RCa
Castellini, Claudio ....CCa
Castrillo, Anthony ....ACa
Cavalieri, Joey ....JCf
Chadwick, Paul ....PCh
Chang, Bernard ....BCh
Charest, Travis ....TCh
Chaykin, Howard ....HCh
Chen, Sean ....SCh
Chiarello, Mark ....MCh
Chichester, Dan ....Ch
Childress, Jan ....JCs
Chiodo, Joe ....JCd
Choi, Brandon ....BCo
Christopher, Tom ....TCr
Chun, Anthony ....ACh
Churchill, Ian ....ICh
Grocco, Frank ....FCi
Claremont, Chris ....CCl
Clark, Manny ....MCl
Clark, Scott ....SCk
Cleary, John ....JCy
Cliff, Mike ....MCf
Clowes, Daniel ....DCl
Cockrum, Dave ....DCo
Coker, Tomm ....TCk
Colan, Gene ....GCo
Collins, Max ....MCo
Collins, Mike ....MCn
Collins, Nancy ....NCo
Collins, Terry ....TCo
Colon, Ernie ....ECo
Conner, Amanda ....ACo
Constanza, Pete ....PCo
Conte, Rob ....RCo
Conway, Gerry ....GCy
Cooper, Dave ....DCp
Cowan, Denys ....DCw
Craig, Johnny ....JCr
Crespo, Steve ....SCr
Crilley, Mark ....MCi
Cruz, Roger ....RCr
Cullins, Paris ....PCu
Cuti, Nicola ....NCu
Czap, John ....JCz
Damaggio, Rodolfo ....RDm
Daniel, Tony ....TDa
Danner, Paul ....PDn
Darrow, Geof ....GDa
David, Peter ....PDa
Davidson, Craig ....CDa
Davis, Alan ....ADa
Davis, Dan ....DDv
Davis, Guy ....GDv
Davis, Malcolm ....MDa
Davis, Rob ....RDa
Davison, Al ....ADv
Day, David ....DDn
Defako, Tom ....TDe
Del, John ....JHd
Delaney, Kathryn ....KDe
Delano, Jamie ....JDe
Delbo, Jose ....JDb
Delgado, Ricardo ....RDe
DeMatteis, J. M. ....JDm
Deodeto, Jr., Mike ....MDe
Deodato, Mike ....MDd
Derenick, Tom ....TDr
DeVries, David ....DDe
Dezago, Todd ....TDg
DeZuniga, Tony ....TDz
DiGesu, Mike ....MDi
Dillin, Dick ....DDi
Dillon, Steve ....SDn
Dini, Paul ....PDi
Ditko, Steve ....SDi
Dixon, Buzz ....BDi
Dixon, Chuck ....CDi
Dixon, John ....JDi
Dobbyn, Nigel ....NDo
Docherty, Mike ....MDo
Dodson, Terry ....TDo
Doherty, Peter ....PDo
Dooney, Michael ....MDn
Doran, Colleen ....CDo
Dorkin, Evan ....EDo
Dorman, Dave ....DDo
Doucet, Julie ....JDo
Douglas, Max ....MDg
Drake, Arnold ....ADr
Dringenberg, Mike ....MDr
Duffy, Jo ....JDu
Dunn, Ben ....BDn
Duranona, Leo ....LDu
Dutkiewicz, Michal ....MDu
Duursema, Jan ....JDr
Dwyer, Kieron ....KDw
Dwyer, Norm ....NDw
Eastman, Kevin ....KEa
Eaton, Scot ....SEa
Edelman, Scott ....SEd
Edginton, Ian ....IEd
Egeland, Marty ....MEg
Eisner, Will ....WEi
Eldred, Tim ....TEl
Elias, Lee ....LEl
Elliott, Randy ....REl
Ellis, Steven ....SEl
Ellis, Warren ....WEl
Ellison, Harlan ....HEl
Emond, Martin ....MEm
Englehart, Steve ....SEn
Ennis, Garth ....GEn
Epting, Steve ....SEp
Erickson, Marc ....MEr
Erskine, Gary ....GEs
Erwin, Steve ....SEr
Estes, John ....JEs
Eury, Michael ....MEu
Evanier, Mark ....MEv
Everett, Bill ....BEv
Ezquerra, Carlos ....CEz
Fabry, Glenn ....GFa
Farmer, Mark ....MFa
Fegredo, Duncan ....DFe
Felchle, Norman ....NFe
Ferry, Pascual ....PFe
Fingeroth, Danny ....DFi
Fisher, Hart D. ....HFi
Fleet, John Van ....JFl
Fleisher, Michael ....MFl
Fleming, Robert ....RFl
Flor, Mandel ....MDf
Fontenot, Maurice ....MFo
Ford, Pete ....PFo
Foster, Alan Dean ....AFo
Foster, Ron ....RFo
Fox, Gardner ....GFo
Fox, Greg ....GFx
Fraga, Dan ....DFr
Franchesco ....FRa
Frank, Gary ....GFk
Freeman, George ....GFn
Frenz, Ron ....RFr
Friedman, Michael Jan ....MFr
Friedrich, Mike ....MFh
Fry III, James ....JFr
Fujiwara, Kamui ....KFu
Furman, Simon ....SFu
Gaiman, Neil ....NGa
Galan, Manny ....MGl
Gammill, Kerry ....KGu
Garner, Alex ....AGa
Garney, Ron ....RGa
Garzon, Carlos ....CGa
Gascione, Phil ....PGa
Geary, Rick ....RGe
Gecko, Gabe ....GGe
Geiger, Steve ....SGg
Gerard, Ruben ....RGd
Gerber, Steve ....SGe
Gerhard ....GEr
Gianni, Gary ....GGi
Giarrano, Vince ....VGi
Gibbons, Dave ....DGb
Giddings, Noelle ....NGi
Giffon, Keith ....KGi
Gil, Armando ....AGi
Gilbert, Michael T. ....MGi
Gillen, Chas ....CGi
Gillis, Peter ....PGi
Giordano, Dick ....DGi
Glanzman, Sam ....SGl
Gold, Mimi ....MGd
Goldberg, Stan ....SGd
Golden, Michael ....MGo
Gonzaga, Mike ....MGz
Gonzalez, Jorge ....JGn
Goodwin, Archie ....AGn
Gordon, Alan ....AGd
Gosier, Phil ....PGs
Goss, Joel ....JGo
Goupil, Steve ....SGe
Grainger, Sam ....SGn
Grant, Alan ....AGr
Grant, Steven ....SGr
Grau, Peter ....PGr
Gray, Mick ....MGy
Green, Randy ....RGr
Grell, Mike ....MGr
Gray ....GRe
Grindberg, Tom ....TGg
Grass, Daerick ....DGr
Gross, David ....DGs
Gross, Paul ....PGo
Gruenwald, Mark ....MGn
Grummett, Tom ....TGr
Guay, Rebecca ....RGu
Guice, Jackson ....JGu
Guichet, Yvel ....YGu
Guinan, Paul ....PGn
Gulacy, Paul ....PGu
Gustavich, Mike ....MGu
Ha, Gene ....GHa
Haley, Matt ....MHy
Hall, Bob ....BHl
Halsted, Ted ....THl
Hama, Larry ....LHa
Hamm, Sam ....SHa
Hamner, Cully ....CHa
Hampton, Bo ....BHa
Hampton, Scott ....SHm
Haney, Bob ....BHy
Hannigan, Ed ....EHa
Hansen, Marc ....MAh
Hanson, Neil ....NHa
Harras, Bob ....BHa
Harris, Jack C. ....JHa
Harris, Mike ....MHa
Harris, N. Steven ....NSh
Harris, Tony ....THa
Harrison, Lou ....LHr
Harrison, Mark ....MHn
Hartsoe, Everette ....EHr
Hawkins, Matt ....MHw
Hayes, Drew ....DHa
Heath, Russ ....RHe
Heck, Don ....DHe
Hedden, Rich ....RHd
Heisler, Mike ....MHs
Helfer, Andrew ....AHe
Hempel, Marc ....MHp
Henry, Flint ....FHy
Hernandez, Gilbert ....GHe
Hernandez, Jaime ....JHr
Hernandez, Michael ....MHe
Herrera, Ben ....BHe
Hester, Philip ....PHe
Hewlet, Jamie ....JHe
Higgin, John ....JHi
Higgins, Michael ....MHi
Hitch, Byron ....BHi
Hitchcock, Laura ....LHi
Hoberg, Rick ....RHo
Holcomb, Art ....AHo
Holdredge, Jon ....JHo
Hooper, Ken ....KHo
Hoover, Dave ....DHo
Hopgood, Kevin ....KHp
Hotton, Brian ....BHt
Hotz, Kyle ....KHt
Howarth, Matt ....MHo
Howell, Richard ....RHw
Hudnall, James ....JHu
Hughes, Adam ....AHu
Hughes, Steve ....SHu
Immonen, Stuart ....SIm
Isabedra, Oliver ....OIs
Isabella, Tony ....TIs
Isherwood, Geof ....GIs
Ishida, Tatsuya ....TIh
Iverson, Mike ....MIv
Jackson, Scott ....SJa
Jacobs, Will ....WJa
James, Joseph A. ....JJm
Janes, Sheldon ....SJn
Janes, Steve ....SJo
Janke, Dennis ....DJa
Janson, Klaus ....KJa
Jarvinen, Kirk ....KJv
Jenkins, Paul ....PJe
Jennett, Stuart ....SJe
Jensen, Jeff ....JJe
Jimenez, Leonardo ....LJi
Jimenez, Phil ....PJi
Johnson, Dave ....DJo
Johnson, Jeff ....JJo
Johnson, Paul ....PJo
Johnson, Rob ....RJh
Johnson, Stewart ....SJh
Johnson, Ted ....TJh
Jones, Bruce ....BJo
Jones, Gerard ....GJo
Jones, J. B. ....JJn
Jones, Kelley ....KJo
Jones, R. A. ....RJo
Jones, Robert ....RJn
Jurgens, Dan ....DJu
Jusko, Joe ....JJu
Justiniano, José ....JJs
Kaluta, Michael Wm. ....MKl
Kaminski, Len ....LKa
Kane, Bob ....BKa
Kane, Gil ....GKa
Kanigher, Robert ....RKa
Kaniuga, Trent ....TKn
Kanteravich, Mike ....MKa
Kavanagh, Terry ....TKa
Kayanan, Rafael ....RKy
Kazaleh, Mike ....MKz
Kelly, Joe ....JKe
Kennedy, Cam ....CKe
Keown, Dale ....DKe
Kesel, Barbara ....BKe
Kesel, Karl ....KKe
Kieth, Sam ....SKi
Kindierski, Lovern ....LKi
Kirby, Jack ....JKi
Kitson, Barry ....BKi
Klein, Todd ....TKl
Kobasic, Kevin ....KKo
Kolins, Scott ....SKi
Korday, Igor ....IKo
Krause, Peter ....PKr
Kristiansen, Teddy H. ....TKr
Kubert, Adam ....AKu
Kubert, Andy ....AKb
Kubert, Joe ....JKu
Kupperberg, Alan ....AKp
Kupperberg, Paul ....PKu
Kwitney, Alisa ....AKw
Kyffin, Tom ....TKy
LaBan, Terry ....TLa
Labat, Yancey ....YLa
Lackey, Mike ....MLc
Laguna, Fabio ....FLa
Laird, Peter ....PLa
Lanning, Andy ....ALa
Lansdale, Joe R. ....JLa
Lapham, David ....DLp
LaQuinta, Robert ....RLa
Lark, Michael ....MLr
LaRocque, Greg ....GLa
Larroca, Sal ....SLr
Larsen, Erik ....ELa
Lash, Batton ....BMa
Lashley, Ken ....KLs
Lasick, Marty ....MLs
Lawlis, Dan ....DLa
Lawrence, Clifford ....CLa
Lawrence, Mike D. ....MLa
Layton, Bob ....BLa
Le, Paul ....PAu
Leach, Rick ....RLc
Lee, Elaine ....ELe
Lee, Joe ....JAl
Lee, Jim ....JLe
Lee, Patrick ....PAt
Lee, Scott ....SCl
Lee, Stan ....SLe
Lee, Tom ....TLe
Leeke, Mike ....MLo
Lehmkuhl, Cortney ....CLh
Leialoha, Steve ....SLa
Leon, John Paul ....JLn
Leonard, Mike ....MLn
Leonardi, Rick ....RLe
Levins, Rick ....RLv
Levitz, Paul ....PLe
Lieber, Larry ....LLe
Lieber, Steven ....SLb
Liefeld, Rob ....RLd
Lightle, Steve ....SLi
Lim, Ron ....RLi
Lindo, Kirk ....KLn
Linsner, Joseph Michael ....JLi
Lobdell, Scott ....SLo
Locke, Vince ....VLo
Loeb, Jeph ....JLb
Lofficier, R. J. M. ....RLo
López, José Luis García ....JLz
Lopresti, Aaron ....ALp
Loyo, Oscar Gonzalez ....OLo
Luke, Eric ....ELk
Lumley, Ralph ....RLu
Lustbader, Erik ....ELu
Luth, Tom ....TLu
Lyle, Tom ....TLy
Macchio, Ralph ....RMa
Mack, David ....DAv
Mackie, Howard ....HMa
Macon, Darko ....DAr
Madan, Dev ....DVm
Madureira, Joe ....JMd
Maggin, Elliot S. ....EMa
Maguire, Kevin ....KMa
Mahnke, Doug ....DMn
Manabe, Jahji ....JMa
Mandrake, Tom ....TMc
Mangels, Andy ....AMa
Manley, Mike ....MMn
Mann, Roland ....RMn
Manning, Russ ....RMi
Mantlo, Bill ....BMa
Marcos, Pablo ....PMa
Marden, William ....WMr
Marder, Larry ....LMr
Marimon, Bill ....BMn
Mariotte, Jeff ....JMi
Maroto, Esteban ....EMa
Marrs, Lee ....LMr
Martinbrough, Shawn ....SMa
Martinez, Roy Allan ....RMr
Marz, Ron ....RMz
Massengill, Nathan ....NMa
Matsuda, Jeff ....JMs
Matt, Joe ....JMt
Maus, Bill ....BMs
Mayerik, Val ....VMa
Mayhew, Mike ....MMa
Mays, Rick ....RMy
Mazzucchelli, David ....DMa
McAvennie, Mike ....MMc
McCarthy, Brendon ....BMr
McCloud, Scott ....SMl
McCraw, Tom ....TMw
McCrea, John ....JMr
McDaniel, Scott ....SMd
McDaniel, Walter ....WMc
McDonnell, Luke ....LMc
McDuffie, Dwayne ....DMc
McEowan, Patrick ....PMc
McFarlane, Todd ....TMc
McGregor, Don ....DMg
McGuinness, Ed ....EMc
McKean, Dave ....DMk
McKeever, Ted ....TMk
McKenzie, Roger ....RMc
McKie, Angus ....AMc
McKinney, Brandon ....BMk
McKone, Mike ....MMk
McLaughlin, Sean ....SMc
McLaurin, Marc ....MMl
McLeod, Bob ....BMc
McMahon, Michael ....MMh
McManus, Shawn ....SMs
Medina, Angel ....AMe
Medley, Linda ....LMe
Mercadodcasio, Harvey ....HMc
Messner-Loebs, William ....WLo
Mhan, Pop ....PMh
Michelinie, David ....DMi
Mignola, Mike ....MMi
Milgrom, Al ....AMi
Millar, Mark ....MMr
Miller, Frank ....FMi
Miller, Mike S. ....MMe
Miller, Steve ....SMi
Milligan, Peter ....PMi
Mills, Pat ....PMs
Mireault, Bernie ....BMr
Mishkin, Dan ....DMs
Mitchell, Mary ....MMt
Moder, Lee ....LMd
Moebius ....MOe
Moeller, Christopher ....CMo
Moench, Doug ....DMo
Moldoff, Shelly ....SMo

Monks, Joseph M. .....JMk
Mooney, Jim.....JMo
Moore, Alan .....AMo
Moore, John Francis ...JFm
Moore, Terry.....TMr
Morales, Rags .....RMa
Moretti, Mark .....MMo
Morgan, Tom .....TMo
Morrison, Grant .....GMo
Morrow, Gray .....GMr
Mortimer, Win .....WMo
Matter, Dean .....DMt
Mougin, Lou .....LMo
Moy, Jeffrey.....JMy
Murray, Doug .....DMu
Muth, Jan J. .....JMu
Mychaels, Marat . ...MMy
Nagai, Go .....GNa
Nagayasu, Takumi . ....TNg
Naifeh, Ted .....TNa
Napolitano, Nick .....NNa
Napton, Bob .....BNa
Nasser, Mike .....MNa
Nauck, Todd .....TNu
Neary, Paul .....PNe
Nelson ..... NEl
Nelson, Mark A.....MNl
Netzer, Mike .....MNe
Newell, Mindy .....MNw
Newton, Don .....DNe
Nichols, Art .....ANi
Nicieza, Fabian .....FNi
Nieves, Rafael .....RNi
Nocenti, Ann.....ANo
Nolan, Graham .....GNo
Nord, Cary .....CNr
Novick, Irv .....INo
Novin, Phyllis .....PNo
Nowlan, Kevin .....KNo
Nutman, Philip .....PNu
O'Barr, James .....JOb
O'Connel, Brian .....BOc
O'Connor, Thomas . ....TOc
O'Donnell, Peter .....POd
O'Neil, Dennis .....DOn
O'Neil, Kevin .....KOn
Olivetti, Ariel .....AOl
Olliffe, Pat .....POl
One, Dark .....DOe
Ordway, Jerry .....JOr
Orlando, Joe .....JOd
Oshii, Mamoru .....MOs
Ostrander, John .....JOs
Otomo, Katsuhiro .....KOt
Owen, James.....JOn
Owsley, Jim .....JOw
Ozkan, Tayyar .....TOz
Pace, Richard .....RPc
Pacella, Mark .....MPc
Pacheco, Carlos .....CPa
Paley, Nino .....NPa
Palmiotti, Jimmy .....JPl
Pander, Arnold .....APn
Pander, Jacob .....JPn
Paniccia, Mark .....MPn
Panosian, Dan .....DPa
Parker, Rick .....RPk
Parkhouse, Steve .....SPa
Parobeck, Mike .....MPr
Pascos, James .....JPc
Patterson, Bruce .....BPa
Pearson, Jason .....JPs
Pedi .....PEd
Pekar, Harvey .....HPe
Pelletier, Paul .....PPe
Pendleton, Linda.....LPe
Pennington, Mark .....MPe
Penso, Shea Anton .....SAp
Pentzer, Scott .....SPe
Pérez, George .....GPe
Perlin, Don .....DPe
Peterson, Brandon .....BPe
Peterson, Jonathan .....JPo
Petrucha, Stefan .....SPr
Peyer, Tom .....TPe
Pfarrer, Chuck .....CPf
Phillips, Joe .....JPh
Phillips, Scott .....SPl
Phillips, Sean.....SPh
Phipps, Rob .....RPh
Pini, Richard .....RPi
Pini, Wendy .....WPi
Platt, Stephen .....SPt
Pleece, Warren .....WPl
Ploog, Mike .....MPl
Plunkett, Kilian . .....KPl
Pollack, Rachel .....RPo
Pollard, Keith .....KPo
Pollina, Adam .....APo
Pope, Paul .....PPo
Porozich, Faye .....FPe
Porter, Howard .....HPo
Portacio, Whilce.....WPo
Post, Jarrod .....JPo
Potter, Doug .....DPo
Potts, Carl .....CPo
Powell, Bob .....BPo
Powell, Martin .....MPo
Premiani, Bruce .....BPr
Priest, Christopher .....CPr
Prosser, Jerry.....JPr
Puckett, Kelley .....KPu
Pugh, Steve .....SPu
Pulido, Brian.....BPu
Purcell, Gordon .....GPu
Pusko, Martin .....MPa
Queen, Randy .....RQu
Quesada, Joe .....JQu
Quinn, David .....DQu
Rader, Bradley C. .....BRd
Ramos, Humberto .....HRa
Randall, Barbara .....BRa
Randall, Ron.....RRu
Raney, Tom .....TRa
Ranson, Arthur .....ARa
Raskin, Jordan .....JRa
Rawson, Dave .....DRa
Raynor, Richard Piers ...RPr
Redding, Pat .....PRe
Reeves-Stevens, Judith ...JRv
Renick, Jaxon .....JRn
Richardson, Mike .....MRi
Ricketts, Mark .....MRc
Ridgeway, John .....JRi
Rieber, John Ney .....JRe
Riley, John .....JRl
Rinaldi, Pino .....PRi
Robbins, Frank .....FRo
Robbins, Trina .....TRo
Roberts, Lon .....LRo
Robertson, Darick .....DRb
Robinson, James.....JRb
Rogers, Marshall .....MRo
Roman, Steve .....SRo
Romito, John.....JRo
Romita Jr., John .....JRj
Ross, Alex .....ARo
Ross, Dave .....DRo
Ross, John..... .....JRs
Ross, Luke .....LRs
Ross, Marshall .....MRs
Roth, Werner .....WRo
Royle, John .....JRy
Rozakis, Bob.....BRo
Rozum, John .....JRz
Rubi, Melvin.....MRu
Rubinstein, Joe .....JRu
Rude, Steve .....SRu
Russell, Craig P. .....PCr
Russell, Vince .....VRu
Ryan, Matt .....MRy
Ryan, Paul .....PRy
Ryder, Tom .....TRy
Sagara, Mike .....MSa
Sakai, Stan .....SSa
Sale, Tim .....TSa
Salick, Roger.....RSa
Saltares, Javier .....JSs
Sanderson, Peter .....PSa
Sant, Wayne Van .....WVa
Saviuk, Alex .. .....ASa
Schaffenberger, Kurt ...KSc
Schmitz, Mark .....MSm
Schultheiss, Matthias ...MSc
Schultz, Mark .....MSh
Scoffield, Sean .....SSc
Seagle, Steven T. .....SSe
Sears, Bart .....BSe
Semeiks, Val .....VSe
Severin, Marie .....MSe
Shanower, Eric .....ESh
Sharp, Liam .....LSh
Shaw, Sean .....SSh
Sherman, James T. .....JSn
Sherman, Jim.....JSr
Shirow, Masamune .....MSr
Shoemaker, Terry .....TSh
Shooter, Jim .....JSh
Sibal, Jonathan .....JSb
Siegel, Jerry .....JSg
Sienkiewicz, Bill .....BSi
Silvestri, Eric .....ESi
Silvestri, Marc .....MSi
Sim, Dave.....DSi
Simon, Joe .....JOi
Simonson, Louise .....LSi
Simonson, Walt .....WSi
Simpson, Don .....DSs
Simpson, Howard .....HSi
Simpson, William .....WSm
Sinnott, Joe .....JSi
Skeates, Steve .....SSk
Skroce, Steve .....SSr
Skrones, Mary .....MSs
Slampyak, Ted .....TSl
Slifer, Roger .....RSl
Slott, Dan .....DSl
Small Jr., Louis .....LSm
Smith, Andy .....ASm
Smith, Beau .....BSt
Smith, Jeff .....JSm
Smith, Paul .....PSm
Smith, Tod .....TSm
Snejbjerg, Peter .....PSn
Sniegoski, Tom .....TSg
Snyder III, John K. .....JSy
Sparling, Jack .....JSp
Spiegelman, Art .....ASp
Spiegle, Dan .....DSp
Springer, Frank .....FSp
Sprouse, Chris .....CSp
St. Pierre, Joe .....JPi
Starlin, Jim .....JSt
Statema, John .....JSa
Staton, Joe .....JSo
Steacy, Ken .....KSt
Stegbauer, Mark .....MSt
Stephenson, Eric .....ESp
Steranko, Jim .....JSe
Stern, Roger .....RSt
Stern, Steve .....SSt
Stevens, Alec .....ASt
Stevens, Dave .....DSt
Strnad, Jan .....JSd
Stone, Chic .....CSt
Stone, Peter .....PSt
Stradley, Randy .....RSr
Strazewski, Len .....LSz
Stroman, Larry .....LSt
Sullivan, Lee .....LSu
Sutton, Tom .....TSu
Swan, Curt .....CSw
Takenaga, Francis .....FTa
Talbot, Bryan .....BTa
Tan, Billy .....BTn
Tanaka, Masashi .....MTk
Tanghal, Romeo .....RTa
Taylor, Mike.....MTa
Taylor, R. G. .....RTl
Templeton, Ty .....TTe
Tenney, Mark .....MTn
Tenney, Tom .....TTn
Texeira, Mark .....MTe
Thibert, Art .....ATh
Thibert, Pamela .....PTh
Thibodeaux, Mike .....MTh
Thomas, Joel.....JTm
Thomas, Roy .....RTh
Thompson, Jill .....JTh
Tidwell, Terry .....TTi
Timm, Bruce .....BTi
Toth, Alex.....ATo
Trimpe, Herb .....HTr
Troug, Chas .....CTr
Truman, Timothy .....TTr
Tucci, Billy .....BTu
Turner, Dwayne .....DTu
Turner, Michael .....MTu
Tuska, George .....GTu
Tuttle, Todd .....TTu
Ulm, Chris.....CUl
Vachss, Andrew .....AVa
Vado, Dan .....DVa
Valentino, Jim .....JVa
Vance, Cindy .....CVa
Vance, James.....JVn
Vance, Steve .....SVa
VanHook, Kevin .....KVh
Veitch, Rick .....RVe
Veitch, Tom .....TVe
Velez Jr., Ivan .....IVe
Velluto, Sal .....SVe
Verheiden, Mark .....MVe
Vess, Charles .....CVe
Vigil, Tim .....TVi
Villagran, Ricardo .....RVi
Vince, Nick .....NVi
Van Eeden, Trevor .....TEe
Vosburg, Mike .....MVo
Wagner, John .....JWa
Wagner, Matt .....MWa
Wagner, Ron .....RWa
Waid, Mark .....MWd
Waldron, Lamar .....LWa
Walton, Rob .....RWl
Waltrip, Jason .....JWp
Waltrip, John.....JWt
Warner, Chris .....CWa
Washington III, Robt. ...RWs
Watkiss, John .....JWk
Weaver, Michael .....MWv
Webb, Matt .....MWe
Weeks, Lee .....LWk
Wein, Len .....LWe
Weinstein, Howard ...HWe
Weiss, Alan .....AWe
Wenzel, David .....DWe
West, Kevin .....KWe
Wheatley, Mark .....MWh
Whigham, Rod .....RWh
Wiacek, Bob .....BWi
Wieringo, Mike .....MWr
Wiesenfeld, Aron .....AWs
Wildman, Andrew .....AWm
Williams, Anthony .....AWl
Williams, Chris .....CWi
Williams, David .....DWl
Williams, J. H. .....JWi
Williams, Kent .....KWi
Williamson, Al .....AWi
Willingham, Bill .....BWl
Wilshire, Mary .....MWi
Wilson, Keith.....KWl
Wilson, Ron .....RWi
Windsor-Smith, Barry ...BSm
Winslade, Phil .....PWn
Witcover, Paul .....PWi
Witten, Brian .....BWt
Woch, Stan .....SWo
Wojtkiewicz, Chuck .....CWj
Wolf, Chance .....CWf
Wolfe, Joe .....JWf
Wolfman, Marv .....MWo
Wood, Ashley .....AWo
Wood, Teri S. .....TWo
Wood, Wally .....WWo
Woodring, Jim .....JWo
Worley, Kate .....KWr
Wormer, Kirk Van .....KWo
Wozniak, Chris .....CWo
Wright, Gregory .....GWr
Wrightson, Bernie .....BWr
Wyman, M. C. .....MWy
Yaep, Chap .....CYa
Yale, Kim.....KYa
Yeates, Tom .....TYe
Yeowell, Steve .....SVe
Zabel, Joe.....JZe
Zaffino, Jorge .....JZa
Zannato, Juan .....JZn
Zarate, Oscar .....OZa
Zeck, Mike .....MZe
Zircher, Patrick .....PZi
Zulli, Michael .....MZu
Zulueta, Joel .....JZu

**NAME:** Dan Jurgens

**FIRST PRO WORK:** *The Warlord #63* (DC Comics) in 1982

**CURRENT WORK:** Writer/penciler of *Teen Titans*; writer of *Superman* and upcoming Tangent Comics titles *The Atom* (which he's also penciling) and *Doom Patrol*; a yet-to-be-determined story arc in Awesome Entertainment's *Judgment Day*

**DREAM PROJECT:** "I'm working on it right now: Tangent Comics. When you're dealing with a situation where you can play around and make new characters out of old names and are unrestrained by—in this case—the 60-plus years of the DC Universe, it's more fun. It loosens the boundaries and expands your creativity."

**FINEST MOMENT:** "*Superman/Aliens*. It was an attempt to do something different. It takes a lot of work to write with a different voice. I was trying to do that through a more cinematic and darker feel than I usually write. In addition, I think it complemented the marriage between two unlikely characters and it all just clicked together."

**HOW I BROKE IN...** "In 1982, Mike Grell [writer/artist known for his work on *Shaman's Tears* and *Green Arrow*] was doing a personal appearance at a local comic store. At that time, I had an entirely different job which wasn't what I really wanted to do. I went to the store—I figured I had nothing to lose—and showed Mike my samples. At that time, Mike was writing *Warlord*, and had just decided he was no longer going to draw it. [Because of this, DC Comics] just happened to be looking for an artist...and a couple of months later I got the assignment on *Warlord*. I was lucky enough to start out with a monthly book, and I've been on a monthly grind ever since."

■ *Matthew Senreich*

# the Wizard COMIC Price Guide

**Yo! To conform with the rest of the comic book industry, we've painstakingly...*painstakingly, we tell you*, gone and flipped around the writer/artist abbreviations. This means that the initials of a comic book's writer will appear first, and the artist's second. Thus, the supertalented team on *Batman: The Long Halloween* is listed as "JLb TSa," meaning that Jeff Loeb is the writer and Tim Sale is the artist. Got it? Good, 'cuz we're out of room.**

### ABOMINATIONS
MARVEL (1996)

1 mini-ser.; "Future Imperfect" sequel $1.50
2-3 ..... 1.50

### ABSOLUTE VERTIGO
DC COMICS/VERTIGO (1995)

1-SHOT INVISIBLES tale, plus samplings of other Vertigo projects: Preacher ..... 12.00

### ACME NOVELTY LIBRARY
FANTAGRAPHICS (1994)

1 ❶:Jimmy Corrigan ..... 6.50
1A 2nd printing ..... 3.95
2 Quimby the Mouse (b&w tabloid) ..... 4.50
3 digest-size ..... 4.50
3A 2nd printing ..... 4.00
3A 3rd printing ..... 4.00
4 tabloid size; Sparky's Best Comics ..... 5.50
4A 2nd printing ..... 5.00
5-6 app: Jimmy Corrigan ..... 4.50
7 poster size ..... 7.50
8 app: Jimmy Corrigan ..... 4.00
9 Jimmy Corrigan ..... 4.50

### ACTION COMICS
DC COMICS (1938-CURRENT)

0 (8/94) Peer Pressure,p4 ..... 2.25
1 ❶&O:Superman, ❶:Lois Lane ..... 175,000.00
2 Origin story p2,Superman not on cover ..... 25,000.00
3 ..... 10,000.00
4-5 ..... 6,000.00
6 ❶:Jimmy Olsen ..... 6,500.00
7 2nd Superman cover ..... 10,000.00
8 (1/39) ..... 4,000.00
9 ..... 4,000.00
10 3rd Superman cover ..... 5,500.00
11 ..... 2,600.00
12 Superman inset on cover ..... 2,600.00
13 4th Superman cover ..... 3,900.00
14 Superman inset on cover ..... 1,900.00
15 5th Superman cover ..... 3,200.00
16 Begin Superman inset upper left (runs through #127) ..... 1,900.00
17 6th Superman cover ..... 2,600.00
18 ..... 1,500.00
19 Begin Superman covers ..... 2,600.00
20 1st Superman costume variant (S left off) (1/40) ..... 2,000.00
21-22 ..... 1,300.00
23 ❶:Luthor,❶:Daily Planet ..... 6,500.00
24-31 ..... 975.00
32 (1/41) ..... 775.00
33 O:Mr. America ..... 700.00
34-36 ..... 700.00
37 O:Congo Bill ..... 825.00
38-41 ..... 700.00
42 ❶&O:Vigilante ..... 1,000.00
43 ..... 700.00
44 (1/42) ..... 650.00
45-46 ..... 650.00
47 1st Luthor cover ..... 800.00
48-50 ..... 650.00
51 ❶:Prankster ..... 725.00
52 Fat Man,Mr. America,Vigilante ..... 700.00
53-55 ..... 650.00
56 (1/43) ..... 500.00
57-63 ..... 500.00
64 ❶:Toyman ..... 575.00
65-67 ..... 500.00
68 (1/44) ..... 450.00
69-79 ..... 390.00
80 Mr. Mxyzptlk (1/45) ..... 650.00
80A Special Edition-U.S. Navy giveaway ..... 650.00
81 ..... 390.00
81A Special Edition-U.S. Navy giveaway ..... 390.00
82 ..... 390.00
83 ❶:Hocus and Pocus ..... 420.00
84 ..... 390.00
84A Special Ed.-U.S. Navy giveaway ..... 390.00
85-90 ..... 390.00
91 ..... 390.00
92 (1/46) ..... 350.00
93-98 ..... 350.00
99 1st small Superman inset ..... 390.00
100 ..... 650.00
101-103 ..... 350.00
104 (1/47) ..... 350.00
105-108 ..... 320.00
109-115 ..... 320.00
116 (1/48) ..... 290.00
117-126 ..... 290.00
127 B: Tommy Tomorrow ..... 390.00
128 (1/49) ..... 290.00
129-150 ..... 290.00
151-201 ..... 260.00
202 1st Code-approved issue ..... 260.00
203-240 ..... 175.00
241 Batman ..... 200.00
242 ❶&O:Brainiac; ❶:City of Kandor ..... 1,200.00
243-249 ..... 120.00
250 Tommy Tomorrow ..... 120.00
251 L:Tommy Tomorrow ..... 120.00
252 ❶&O:Supergirl ..... 1,400.00
253 Supergirl ..... 275.00
254 1st Superman & Bizarro meeting (see Superboy #68 for 1st app) ..... 275.00
255 ❶:Bizarro Lois ..... 140.00
256-260 ..... 80.00
261 ❶:Streaky the Super-Cat ..... 85.00
262 Supergirl ..... 81.00
263 Bizarro World ..... 100.00
264-266 ..... 66.00
267 ❶:Chameleon Boy; ❶:Invisible Kid; ❶:Colossal Boy ..... 351.00
268-275 ..... 66.00
276 WBo MWi Legion; ❶:Phantom Girl; ❶:Brainiac 5; ❶:Bouncing Boy; ❶:Shrinking Violet ..... 131.00
277-282 ..... 61.00
283 1st 12¢ cover price. Legion of Super-Villains ..... 61.00
284 Mon-El ..... 51.00
285 Supergirl ..... 51.00
286 Legion of Super-Villains ..... 36.00
287-290 ..... 26.00
291 O:Bootsie,Tigey ..... 21.00
292 Comet the Superhorse ..... 21.00
293 O:Comet ..... 56.00
294-296 ..... 21.00
297-299 Mon-El ..... 21.00
300 ..... 41.00
301-308 ..... 16.00
309 Legion,Batman ..... 21.00
310-320 ..... 16.00
321-333 ..... 11.00
334 80 Pg. Giant #G-20 ..... 32.00
335-339 ..... 11.00
340 ❶&O:Parasite ..... 11.00
341-346 ..... 7.00
347 80 Pg. Giant #G-33 ..... 21.00
348-359 ..... 7.00
360 CSw MWe 80 Pg. Giant #G-45, Supergirl ..... 21.00
361-372 ..... 6.00
373 CSw MWe 80 Pg. Giant #G-57, Supergirl ..... 22.00
374-383 ..... 6.00
384-410 ..... 5.00
411 CBa CSw O retold:Eclipso ..... 6.00
412-418 ..... 4.00
419 CBa CSw ❶:Human Target ..... 6.00
420-424 ..... 4.00
425 NAd B:Atom ..... 16.00
426-436 ..... 4.00
437 EMa CSw 100 pages ..... 11.00
438-439 CBa CSw ..... 4.00
440 MGr Green Arrow ..... 6.00
441 MGr Green Arrow ..... 5.00
442 MGr Atom ..... 3.00
443 100 pages,JLA vs all villains ..... 11.00
444-446 MGr Green Arrow bkup ..... 3.00
447-499 ..... 3.00
500 MPa CSw Legion,no ads, Superman's life story ..... 4.00
501-551 ..... 2.00
552-553 Animal Man ..... 4.00
554 MWo GKa dedicated to Joe Shuster & Jerry Siegel ..... 3.00
555-571 ..... 2.00
572 1st MWd work(backup) ..... 4.00
573-582 ..... 2.00
583 AMo CSw "Last" Superman story,p2 ..... 6.00
584 JBy JBy New T. Titans ..... 3.00
585-597 JBy JBy ..... 2.00
598 JBy JBy ❶:Checkmate ..... 3.00
599 JBy JBy Metal Men ..... 2.00
600 GPe JBy 50th Anniv ..... 7.00
601-642 weekly anthology series ..... 1.75
643 return to monthly GPe GPe Morgan Edge ..... 1.75
644 RSt GPe vs Matrix ..... 1.75
645 RSt GPe ❶:Maxima ..... 3.00
646-659 ..... 1.75
660 Lex Luthor fakes his death ..... 4.00
661 RSt BMc Plastic Man ..... 1.75
662 RSt BMc Clark reveals ID to Lois ..... 3.00
663-673 ..... 1.25
674 Supergirl ..... 2.00
675-682 ..... 1.25
683 RSt JGu Doomsday cameo ..... 3.00
684 RSt JGu Doomsday, p4 ..... 3.00
685 RSt JGu Funeral, p2 ..... 3.00
686 RSt JGu Funeral, p6 ..... 2.00
687 RSt JGu Reign of the Supermen, p1,Collector's Edition ..... 2.50
687A RSt JGu Reign of the Supermen, p1,Newsstand Edition ..... 1.50
688 RSt JGu Reign,p5,G. Gardner ..... 3.00
689 RSt JGu p9,S. of Kr'n vs Man of Steel,R:true Superman ..... 2.50
690 RSt JGu p13,Boy of Steel ..... 2.50
691 RSt JGu p17 ..... 2.50
692-702 ..... 2.50
703 DMi JGu ZERO HOUR ..... 2.50
704-709 DMi JGu ..... 2.50
710-719 ..... 2.50
720 Lois breaks off engagement ..... 3.50
720A 2nd print ..... 2.00
721 lottery madness hits Metropolis ..... 2.50
722 tornado in Smallville ..... 2.50
723 Brainiac swipes Superman's body! ..... 2.50
724 battles S.T.A.R. Labs' monsters ..... 2.50
725 Tolos ..... 2.50
726 battle with Barrage ..... 2.50
727 Final Night; Supes battles SimmBots ..... 2.50
728-730 ..... 2.50
731 Cooldron returns ..... 2.50
732 ..... 2.00
733 the Ray helps out ..... 2.00
734-735 ..... 2.00
736 ..... 1.95

**ANNUALS**

1 AAd JBy Batman ..... 7.00
2 JOr JOr Memories ..... 2.50
3 RSt TGr Armageddon 2001, Superman becomes President ..... 2.00
4 DVa CWa Eclipso: The Darkness Within ..... 2.50
5 Bloodlines,p11, ❶:Loose Cannon ..... 2.50
6 Elseworlds story ..... 3.00
7 Year One ..... 4.00
8 "Legends of the Dead Earth" ..... 3.00

### ACTION GIRL COMICS
SLAVE LABOR GRAPHICS (1994-CURRENT)

1-3 various stories by women creators ..... 2.50
4-11 ..... 2.75

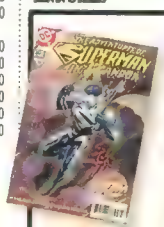
### ADVENTURE COMICS
DC COMICS (1938-1983)

*previously New Adventures*

32 ..... 1,500.00
33-39 ..... 975.00
40 B: Sandman (Wesley Dodds) ..... 35,000.00
41 Sandman story ..... 2,600.00
42 Sandman cover & story ..... 3,200.00
43 Sandman story ..... 2,600.00
44 Sandman cover & story ..... 3,200.00
45 ..... 1,500.00
46-47 Sandman cover & story ..... 3,200.00
48 ❶:Hourman ..... 20,000.00
49-50 ..... 1,300.00
51 Sandman cover & story ..... 1,900.00
52-54 ..... 1,000.00
55-59 ..... 975.00
60 Sandman cover & story ..... 1,900.00
61 ❶:Starman (Ted Knight) ..... 8,000.00
62-65 ..... 1,000.00
66 ❶&O:Shining Knight ..... 1,500.00
67 ❶:Mist ..... 975.00
68 ..... 975.00
69 Dodds' new costume, ❶:Sandy ..... 1,300.00
70 ..... 900.00
71 ❶:Mirode Ray ..... 1,000.00
72 1st Sandman by Simon,Kirby ..... 7,500.00
73 Begin & O:Manhunter ..... 9,500.00
74 ..... 1,500.00
75-79 ..... 1,300.00
80 Last Manhunter by Simon,Kirby ..... 1,100.00
81-82 ..... 1,000.00
83 Last Hourman ..... 1,000.00
84-90 ..... 900.00
91 Last Sandman by Simon & Kirby ..... 900.00
92 Last Manhunter ..... 650.00
93-99 ..... 500.00
100 ..... 900.00
101 ..... 500.00
102 Last Sandman,Starman ..... 575.00
103 B: Aquaman,Green Arrow, Superboy,Johnny Quick ..... 2,600.00
104 ..... 1,000.00
105-108 ..... 650.00
109-112 ..... 500.00
113-118 ..... 420.00
119 "Superboy Meets Girl!" ..... 420.00
120-125 ..... 420.00
126-127 ..... 390.00
128 "How Clark Kent Met Lois Lane!" ..... 450.00
129-140 ..... 390.00
141 ..... 320.00
142 O Retold: Shining Knight ..... 390.00
143-149 ..... 320.00
150-151 Frank Frazetta ..... 390.00
152 ..... 320.00
153 Frank Frazetta ..... 390.00
154 ..... 320.00
155 Frank Frazetta ..... 390.00
156 ..... 320.00
157 Frank Frazetta ..... 390.00
158 ..... 320.00
159 Frank Frazetta ..... 390.00
160 ..... 320.00
161 Frank Frazetta ..... 390.00
162 ..... 320.00
163 Frank Frazetta ..... 390.00
164-165 ..... 320.00
166 End:Shining Knight ..... 320.00
167-168 ..... 260.00
169-196 ..... 230.00
197 (2/54) ..... 230.00
198-199 ..... 230.00
200 ..... 425.00
201-209 ..... 300.00
210 ❶:Krypto ..... 2,600.00

ADVENTURE COMICS #481-#482

—Marc Wheatley, Copy Editor




we read it for you

**Adventures of Superman #547**

Superman and the Atom shrink themselves down and jump into the bottle city of Kandor to see if they can get the inhabitants to stop fighting. Unfortunately, as soon as they get there, they're attacked. Meanwhile, the monstrous Scorn has donned Supes' old costume and is hangin' out in Metropolis.

**IF YOU MISSED...**

211-213 ..... 225.00
214 2nd Krypto ..... 530.00
215-236 ..... 180.00
237-246 ..... 160.00
247 ❶:Legion; ❶:Cosmic Boy; ❶:Lightning Lad; ❶:Saturn Girl ..... 4,000.00
248 Silver Age Green Arrow ..... 125.00
249-252 JKi Green Arrow ..... 125.00
253 Superboy meets Robin ..... 150.00
254-255 JKi Green Arrow ..... 100.00
256 JKi O:Green Arrow ..... 550.00
257-258 Green Arrow,Aquaman ..... 100.00
259 ..... 90.00
260 ❶: Silver Age Aquaman, O retold: Aquaman (1st Silver Age origin 5/59) ..... 600.00
261 Green Arrow,Aquaman ..... 75.00
262 ❶&O:Speedy ..... 100.00
263-266 Green Arrow,Aquaman ..... 75.00
267 2nd Legion ..... 650.00
268 ..... 75.00
269 ❶&O:Aqualad ..... 185.00
270 B:Congorilla ..... 75.00
271 O retold:Luthor ..... 175.00
272-274 Aquaman ..... 60.00
275 O retold: Batman/Superman Team ..... 140.00
276-281 ..... 60.00
282 O retold:Legion ..... 130.00
283 ❶:Phantom Zone ..... 115.00
284 Aquaman ..... 60.00
285 ❶:Bizarro World ..... 110.00
286 ❶:Mxyzptlk,Bizarro ..... 110.00
287 ❶:Bizarro J.Olsen and P.White ..... 60.00
288-289 ..... 60.00
290 ❶&O:Sun Boy ..... 120.00
291 1st 12¢ cover price issue ..... 40.00
292 ❶:Bizarro Lana Lang and Lucy Lane ..... 44.00
293 Mon-El,❶:Bizarro Luthor ..... 70.00
294 ❶:Bizarro Marilyn Monroe ..... 70.00
295-298 Superboy ..... 35.00
299 ❶:Gold Kryptonite (8/62) ..... 40.00
300 B:Tales of the Legion ..... 325.00
301 O:Bouncing Boy ..... 90.00
302-305 ..... 60.00
306 ..... 50.00
307 ❶:Element Lad ..... 50.00
308 ❶:Lightning Lass ..... 50.00
309-310 ..... 50.00
311-321 ..... 36.00
322-326 ..... 26.00
327 EHa JFo ❶&O:Lone Wolf ..... 26.00
328-330 ..... 26.00
331-339 ..... 21.00
340 JSr CSw ❶:Computo ..... 21.00
341 vs Computo ..... 16.00
342-345 ..... 13.00
346 JSh JSh ❶:Karate Kid; ❶:Ferro Lad; ❶:Projectra ..... 13.00
347-349 ..... 11.00
350 Shrinking Violet flies into Superboy's nose to get to his brain ..... 11.00
351-352 ..... 11.00
353 JSh CSwD:Ferro Lad, D:Sun-Eater ..... 13.00
354-358 ..... 8.00
359 ❶:Mordru ..... 8.00
360 ..... 8.00
361-372 ..... 7.00
373-375 JSh WMo ..... 6.00
376-380 ..... 4.00
381 B:Supergirl ..... 15.00
382-389 ..... 3.00
390 80 Pg. Giant #G-69 ..... 16.00
391-399 ..... 3.00
400 MSk 35th anniv ..... 3.50
401-402 MSk Supergirl ..... 3.00
403 80 Pg. Giant #G-81 ..... 16.00
404-411 Supergirl ..... 2.00
412 Animal Man ..... 4.00
413 Hawkman ..... 2.00
414-415 Animal Man ..... 2.00
416 all females issue, giant sz ..... 6.00
417-419 ..... 2.00
420 Animal Man ..... 3.00
421 Animal Man ..... 2.50
422-424 ..... 2.50
425-427 ..... 2.00
428 TDz ❶:Black Orchid ..... 12.00
429-430 TDz Black Orchid ..... 6.00
430 ..... 1.50
431 A: Spectre ..... 8.00
432-438 A: Spectre ..... 3.00
439-440 A: Spectre ..... 3.00
441-460 ..... 1.50
461 Earth-2 Batman ..... 6.00
462 D:Earth-2 Batman ..... 6.00
463-466 ..... 1.50
467 B: Plastic Man ..... 5.00
468-503 ..... 1.50

## ADVENTURE INTO FEAR

MARVEL (1972-1975)

*previously Fear*

10 B:Man-Thing ..... 9.00
11-12 ..... 4.00
13-18 ..... 2.25
19 ❶:Howard the Duck; L:Man-Thing ..... 15.00
20 B:Morbius ..... 12.00
21-22 Morbius ..... 6.00
23-31 Morbius ..... 4.00

## ADVENTURES IN THE DC UNIVERSE

DC COMICS (1997-CURRENT)

1 Animated style adventures ..... 3.00
2-4 ..... 1.75
5 ..... 1.75

## ADVENTURES OF CAPTAIN AMERICA

MARVEL (1991-1992)

1-4 FNi KMa O: Capt. America; PF ..... 5.00

## THE ADVENTURES OF CYCLOPS & PHOENIX

MARVEL (1994)

1-4 SLo GHa ..... 4.00
TPB collects #1-4 ..... 14.95

## ADVENTURES OF SUPERMAN

DC COMICS (1987-CURRENT)

*previously Superman (1st)*

0 (8/94) Peer Pressure,p3 ..... 2.00
424 MWa JOr new Superman ..... 2.50
425-453 ..... 1.50
454 JOr JOr ❶:new Mongul ..... 1.50
455 JOr DJu ❶:Eradicator, Kryptonian cleric ..... 3.00
456-462 ..... 2.00
463 DJu DJu Superman/Flash Race ..... 3.00
464 DJu DJu vs Lobo, Kryptonian Man,p2 ..... 3.00
465 DJu DJu vs Draaga, Kryptonian Man,p4 ..... 2.00
466 DJu DJu pseudo-Fantastic 4, ❶:Cyborg Superman ..... 5.00
467-495 ..... 2.00
496 Doomsday cameo ..... 3.00
497 JOr TGr Doomsday ..... 5.00
498 JOr TGr Funeral for Friend,p1 ..... 4.00
499 Funeral for a Friend,p5 ..... 2.50
500 Collector's Edition,extra 8 pgs,1new Supermen ..... 4.00
500A Newsstand Edition ..... 2.50
500B Platinum Edition ..... 22.00
501 KKe TGr Reign of the Supermen, p4, Collector's Edition ..... 3.00
501A Newsstand Edition ..... 1.50
502 KKe TGr Reign,p8 ..... 3.00
503 KKe TGr Reign,p12 ..... 2.50
504 KKe TGr Reign,p16 ..... 2.50
505 KKe TGr Collector's Edition, holographic foil cover ..... 3.50
505A newsstand edition ..... 2.50
506-542 ..... 2.50
543 KKe SIm the Superman Revenge Squad guns for the Man of Steel ..... 2.50
544 ..... 2.50
545 Energy powers, new blue look ..... 2.50
546 Supes and his new powers take on Metallo ..... 3.50
547 Supes and Atom in Kandor ..... 2.00
548 Phantom Stranger, Luthor ..... 2.00
549 ..... 1.95

**ANNUALS**

1 ..... 2.50
2 JBy/DJu CSw Lobo,L.E.G.I.O.N. ..... 5.00
3 Armageddon 2001 ..... 2.00
4 Eclipso: The Darkness Within ..... 2.50
5 Bloodlines,p16,❶:Sparx ..... 2.50
6 Elseworlds story ..... 3.00
7 Year One; Superman's arrival in Metropolis ..... 4.00
8 "Legends of the Dead Earth" ..... 3.00

## ADVENTURES OF THE X-MEN

MARVEL (1996-1997)

1-12 new stories based on TV cartoon ..... 1.00

## AKIKO

SIRIUS (1996-CURRENT)

1 MGi MG ..... 3.00
2-15 MGi MG ..... 2.50
TPB (1997) reprints #1-6 ..... 14.95

## AKIKO ON THE PLANET SMOO

SIRIUS (1995)

1 MGi MG ..... 5.00
1A HC signed and numbered ..... 20.00

## AKIRA

EPIC/MARVEL (1988-1995)

1 KOr KOr ..... 25.00
1A 2nd print ..... 7.00
2 KOr KOr ..... 17.00
2A 2nd print ..... 5.00
3-6 KOr KOr ..... 13.00
7-10 KOr KOr ..... 12.00
11-17 KOr KOr ..... 9.00
18-33 KOr KOr ..... 7.50
34-38 KOr KOr ..... 10.00

**TRADE PAPERBACKS**

1-3 reprints issues #1-9 ..... 14.00
4-6 reprints issues #10-18 ..... 15.00
7-9 reprints issues #19-27 ..... 17.00
10 reprints issues #28-30 ..... 18.00

## ALIENS

DARK HORSE (1988-1989)

1 ..... 22.00
1A 2nd print ..... 2.50
1B-1C 3rd-4th prints ..... 1.50
2 ..... 12.00
2A-2B 2nd- 3rd prints ..... 1.50
3 ..... 5.00
3A 2nd print ..... 1.50
4 ..... 5.00
5-6 ..... 3.50
TPB reprints 1-6 ..... 11.95
HC reps. 1-6, & D.H. PRESENTS tale ..... 24.95

2ND SERIES (1989-1990)

1 DBe MVe ..... 5.00
2 DBe MVe ..... 3.00
3 DBe MVe ..... 2.50
4 DBe MVe Ripley app. ..... 2.50
TPB NIGHTMARE ASYLUM (1996) reprints & re-does #1-4 to fit movie continuity 16.95
HC (2,500) ..... 79.95

## ALIENS VS PREDATOR

DARK HORSE (1990)

0 (3/95) Reprints DHP #34-36 ..... 10.00
1 RSi PNo ..... 7.00
1A 2nd print ..... 2.00
2-4 ..... 5.00
SC reprints series,new art pages ..... 19.95
HC limited edition HC version ..... 79.95

## ALL AMERICAN COMICS

DC COMICS (1939-1948)

1 Anthology series ..... 4,000.00
2 ..... 1,000.00
3 ..... 875.00
4 ..... 750.00
5-7 ..... 625.00
8 Begin: Ultra Man ..... 1,000.00
9-10 ..... 625.00
11 Ultra Man ..... 750.00
12-14 ..... 625.00
15 Ultra Man (6/40) ..... 750.00
16 ❶&O: Green Lantern (7/40) ..... 60,000.00
17 2nd Green Lantern. (8/40) ..... 9,000.00
18 ..... 5,500.00
19 ❶&O: The Atom ..... 9,000.00
20 B: The Atom in costume ..... 2,500.00
21-23 ..... 1,200.00
24 ..... 1,500.00
25 ❶&O: Dr Mid-Nite ..... 6,000.00
26 ❶&O: Sargon, The Sorcerer ..... 1,800.00
27 ❶: Doiby Dickles ..... 2,500.00
28-30 ..... 925.00
31 "The Adventure of The Underfed Orphans!" ..... 625.00
32-34 ..... 625.00
35 Doiby learns Lantern's secret ID ..... 675.00
36-40 ..... 625.00
41-50 ..... 550.00
51-60 ..... 500.00
61 ❶&O: Solomon Grundy ..... 3,000.00
62-71 ..... 430.00
72 End: The Atom ..... 430.00
73-78 ..... 370.00
79 Mutt & Jeff ..... 370.00
80-82 ..... 370.00
83 Mutt & Jeff ..... 370.00
84-88 ..... 370.00
89 ❶&O: Harlequin ..... 500.00
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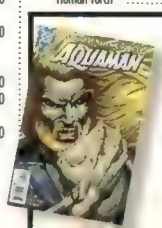
4 GCy RAn ⓪:Moses Magnum; Punisher; reprints Annual #2 ..... 40.00
5 GCy RAn Lizard, Gerald Ford ..... 6.00




we read it for you

**Aquaman #33**

Aquaman ventures into Atlantis' past, visiting the old rulers of his kingdom. Since he's been having trouble coming to grips with his own heritage and kingship, they let him know that being a good king is nothing more than being a good man. In the end, he apparently decides to reclaim his kingship and subjects.

IF YOU MISSED...

6 rep Annuel #4 ....6.00

**ONE-SHOTS**

AMAZING SPIDER-MAN '96 (1996) ....3.00

**SPECIALS**

AMAZING SPIDER-MAN SUPER SIZE SPECIAL (1995) DMi DHo flip book mini-series; Planet of the Symbiotes,p1 ....4.50

**TRADE PAPERBACKS**

ASSASSINATION PLOT reps Amazing Spider-Man #320-325 ....14.95
CARNAGE reps Amaz. Spid. #361-363 ....6.95
CLONE GENESIS (1995) reps. Amazing Spider-Man #141-151 ....16.95
COSMIC ADVENTURES (1993) reprints ....19.95
DEATH OF JEAN DEWOLFF reprints ....10.95
THE ESSENTIAL SPIDER-MAN (1996) reprints classic stories in B&W ....12.95
INVASION OF THE SPIDER SLAYERS (1995) reps. Amaz. #368-373 ....15.95
ORIGIN OF THE HOBGOBLIN (1992) ....14.95
RETURN OF THE SINISTER SIX (1994) reprints six-issue story arc ....15.95
ROUND ROBIN MBa AMi reprints ....15.95
THE WEDDING reprints ....12.95

## THE AMAZING X-MEN

MARVEL (1995)

*previously X-Men (2nd series)*

1 FNi AKb Magneto leads team ....4.00
2 FNi AKb battle with Apocalypse ....2.00
3-4 FNi AKb ....3.00

*returns to X-Men (2nd series)*

TPB THE ULTIMATE AMAZING X-MEN (1995) reprints #1-4, gold-etched cvr ....8.95

## AMAZON

AMALGAM (DC MARVEL 1996)

1 JBy JBy/TAu adventures of weather-controlling Amazon princess ....2.50

## AMERICAN SPLENDOR

HARVEY PEKAR (1976 1990)

1 (all are magazine-size) ....20.00
2-5 ....10.00
6-12 ....5.00
13 ....4.00
14-15 ....4.00

TUNDRA (1991)

16 ....4.00

DARK HORSE (1993)

17 ....5.00

**ONE-SHOTS**

(DARK HORSE)

A STEP OUT OF THE NEST (1994) ....3.00
COMIC-CON COMICS (1996) ....3.00
ON THE JOB (1997) ....3.00

## AMERICAN SPLENDOR: WINDFALL

DARK HORSE (1995)

1-2 ....4.00

M.M.M.Y #2

## ANARKY

DC COMICS (1997)

1 AGr NBr mini-series; Anarky challenges Etrigan the Demon ....2.50
2 AGr NBr Anarky on Apokolips ....2.50
3 AGr NBr Batman ....2.50
4 AGr NBr Batman ....2.50

## ANGEL FIRE

CRUSADE (1997 CURRENT)

1A includes "sneak attack" edition of new TOMOE mini-series; R. Flores cover ....2.95
1B B. Tucci cover ....2.95
1C photo cover ....2.95

## ANGELA

IMAGE TMP (1994 1995)

*see Spawn #9 for O:Angela*

1 NGa GCp mini-series for warrior angel from SPAWN; Spawn app. ....15.00
2 NGa GCp Spawn must testify at Angela's trial ....15.00
3 NGa GCp Spawn & Angela flee to Hell ....15.00

TPB collects mini-series, plus story from ANGELA promo comic ....9.95
SPECIAL EDITION Spawn app.; "Pirate Angela" cvr; premium, 1 shipped with every 25 copies of SPAWN #32 ....50.00
SPECIAL EDITION–A "Pirate Spawn" cvr; Ultra Protectors premium ....35.00

## ANGELA (GLORY) BAGS OF ANGELA

IMAGE TMP EXTREME 1996)

1 crossover begins ....5.00

## ANGELS OF DESTRUCTION

MARVEL (1996)

1-SHOT ....2.50

## ANGRY CHRIST COMICS

SIRIUS (1994)

TPB reprints best Linsner stories from CRY FOR DAWN, plus new story ....33.00

## ANIMAL MAN

DC COMICS/VERTIGO (1988-1995)

*see Strange Adventures #180 for O:Animal Man*

1 GMo CTr B'Wana Beast; GMo's 1st American work ....6.00
2 GMo CTr ....3.50
3-5 GMo CTr ....2.50
6-26 written by GMo ....2.00
27-49 ....1.75
50 vs Antagon ....2.50
51-55 Flesh and Blood (p1-5) ....1.75
56 Giant Size,parts 6-7 ....3.00
57-88 ....1.75
89 JPr FHa final issue ....2.25
ANNUAL 1 Children's Crusade ....3.50
TPB Reprints issues #1-9 ....19.95

## ANIMAL MYSTIC

CRY FOR DAWN SIRIUS (1993 1995)

*see Godhead #1A–limited edition for O: Jhatari (of Animal Mystic)*

1 art by Dark One ....65.00
1A limited, signed & numbered; alternate cover, 8 new pages, plus pin-ups ....100.00
1B 2nd print, new cover ....15.00
1C (*Wizard* Ace Edition) reprints #1 with new acetate cover ....35.00
2 O:Klor ....65.00
2A 2nd print, new cover ....14.00
3 ....30.00
4 dbl-sz; final issue ....10.00
4A Special Edition ....20.00
TPB ....14.95

## ANIMAL MYSTIC: WATER WARS

SIRIUS (1996)

ASHCAN ....16.00
1 ....4.50
2 ....3.50
3 ....3.00

## APPLESEED

ECLIPSE (1988-1991)

BOOK 1

1 (9/88) O: Briareos ....14.00
2-3 ....7.00
4-5 ....5.00

BOOK 2

1 (2/89) ....4.00
2-5 ....3.50

BOOK 3

1 (8/89) ....3.00
2-5 ....3.50

BOOK 4 (1991)

1-5 ....3.50

## APPLESEED DATA BOOK

DARK HORSE (1995)

1 ....10.00
1A 2nd print ....3.50
2 ....3.50
TPB collects #1-2 ....12.95

## AQUAMAN

DC COMICS (1962 1976)

*see More Fun #73 for Golden Age O:Aquaman, Adventure Comics #260 for Silver Age O:Aquaman*

1 BHy NCo O:Quisp ....525.00
2 BHy NCo vs Capt. Sykes ....235.00
3-5 BHy NCo ....135.00
6 BHy NCo ....85.00
7-10 BHy NCo ....66.00
11 O:Mera ....66.00
12 BHy NCo ....66.00
13-20 ....40.00
21-28 ....30.00
29 O:Ocean Master ....30.00
30 ....30.00
31-32 BHy NCo ....20.00
33 O:Aquagirl ....50.00
34 ....20.00
35 O:Black Manta ....20.00
36-40 ....20.00
41-47 ....12.00
48 O retold: Aquaman ....16.00
49 SSk JAp ....12.00
50-52 NAd Deadman ....25.00
53-63 ....6.00

MINI-SERIES (1986)

1 vs Ocean Master ....4.00
2-4 Ocean Master ....3.00

2ND MINI-SERIES (1989)

1 KGi CSw ....2.50
2-5 KGi CSw ....1.50
SPECIAL 1 KGi CSw ....2.25

2ND SERIES (1991-1992)

1 SMc KHo Poseidonis war ....2.00
2-13 ....1.25

3RD SERIES (1994-CURRENT)

0 (8/94) PDa MEg battles father & discovers hidden heritage ....5.00
1 PDa MEg teams with Aquaklad against Charybdis ....4.00
2 PDa MEg loses hand ....5.00
3 PDa MEg clashes w/Superboy; new costume ....3.50
4-5 ....3.50
6-8 ....2.50
9-17 ....1.75
18 O: Dolphin; Ocean Master returns ....2.00
19 R: Garth; Ocean Master in Himalayas. 2.00
20-31 ....2.00
32 Swamp Thing guest stars ....2.00
33 Aquaman mutates ....2.00
34 battles Triton ....1.75
35 ....1.75

**ANNUALS**

1 Triton, Superman ....3.50
2 "Legends of the Dead Earth" ....3.00
3 "Pulp Heroes" story ....4.00

## AQUAMAN: TIME & TIDE

DC COMICS 1993 1994)

1 PDa KJv new origin story ....2.50
2 PDa KJv origin continues ....2.00
3-4 PDA KJv ....1.50
TPB collects mini-series ....9.95

## ARAKNIS

MUSHROOM COMICS (1995 1996)

0 (3/96) ....3.00
0A (2/97) signed edition, from Morning Star Productions ....10.00
0B ETM limited edition ....5.00
1 mini-series ....5.00
1A ETM limited bagged edition ....5.00
2 the Wraith Wraths ....4.00
3-4 ....2.50

REG. SERIES (1996)

1-4 ....2.50

## ARAKNIS: RETRIBUTION

MORNING STAR PRODUCTIONS (1997)

1 mini-series ....2.50

## ARCANUM

IMAGE TOP COW 1997 CURRENT

1 BPe BPe ....3.00
1A ETM exclusive ....4.00
2-3 BPe BPe ....2.50
4 BPe BPe ....2.50

## ARCHANGELS: THE SAGA

ETERNAL STUDIOS (1996-CURRENT)

1 mini-series ....6.00
2-4 ....2.75
5 ....2.50

## ARCHIE: REQUIEM

DC COMICS (1996)

1-6 WLo EBe mini-series ....1.75

## ASH

EVENT COMICS (1994-1996)

0A (6/96) JPl JQu ....5.00
0B (6/96) Future Ash cover ....6.00
0C (3/97) Red Hologram Logo; signed 30.00
0D (3/97) Red Hologram Logo; signed; Future Ash cover ....30.00
WIZARD ½ ....15.00
1 JPl JQu O:Ash ....15.00
1A Connoisseur's Kit (1995) signed & numb'd ASH #1, bg'd w/Kid Death litho ....32.00
1B (*Wizard* Ace Edition) reprints #1 with new acetate cover ....25.00
2 JPl JQu Ash battles Theresa ....10.00
3 JPl JQu more secrets of origin ....7.50
3A variant cover ....3.00
4 JPl JQu Gabriel ....6.00
4A gold ....20.00
4B red ....20.00
4C white ....30.00
5 JPl JQu "omnidirectional" & reg. cvrs 4.00
6 JPl JQuGabriel; Quesada cvr ....4.00
6A variant cvr by Texeira ....25.00
ASHCAN ....6.00
TPB Vol.1 reps. #1-5, plus spcl. features 15.00
TPB Vol. 1 special signed limited edition 34.95
*WIZARD* Mini-Comic ....2.00
*WIZARD* Mini-Comic Platinum Edition ....3.00
*WIZARD* ACE EDITION reprints #1 w/new acetate cover ....15.00

**ONE-SHOTS**

THE ASH FILES (1997) ....3.00

## ASH: OVERDRIVE & SMOKE

EVENT COMICS (1997)

1 ....3.00
1A bagged w/phone card; limited ....7.95
2 H. Ramos cover ....2.95
2A J. Quesada cover ....2.95

## ASH: THE FIRE WITHIN

EVENT COMICS (1996-1997)

1-2 JPl JQu new mini-series for Ash ....3.00

## ASH/22 BRIDES

EVENT COMICS (1996)

1-2 FNi HRa ....3.00

## ASHASSINS

AMALGAM (DC MARVEL 1996)

1 bad girls Dare & Catsai ....2.50

## ASTER

ENTITY COMICS (1994-1995)

0 (5/95) O:Aster ....4.00
1 mini-series ....4.50
1A Gold version ....20.00
1B signed & limited edition ....15.00
2-3 ....3.25
3A variant cover ....7.50
4 final issue ....3.00
TPB reps. #1-4, plus pin-up gallery ....12.95

## ASTER: THE LAST CHARNAL ENGINE

ENTITY COMICS (1995-CURRENT)

1 rebirth ....3.75
1A 2nd print ....2.50
1B clear chromium edition ....10.00
1C holo chromium edition ....15.00
2-3 ....2.50

## ASTONISHING TALES

MARVEL (1970-1976)

1 SLe JKi Dr. Doom,Ka-Zar ....20.00
2 RTh JKi Dr. Doom,Ka-Zar ....10.00
3-6 GCy BSm Dr. Doom ....15.00
7 RTh HTr Doom vs B.Panther ....10.00
8 RTh HTr Dr. Doom,Ka-Zar ....10.00
9 SLe JBu Ka-Zar ....3.00
10 RTh BSm Ka-Zar ....7.00
11-12 ....7.00
13-24 ....3.00
25 DMo RBu O&:O:Deathlok; 1st Comic work by George Perez ....25.00
26-36 ....7.00

## THE ASTONISHING X-MEN

MARVEL 1995)

*previously Uncanny X-Men*

1 The Age of Apocalypse ....3.00
2-4 ....2.00

*returns to Uncanny X-Men*

TPB THE ULTIMATE ASTONISHING X-MEN (1995) rep. #1-4, gold-etched cvr ....8.95

## ASTRO CITY

IMAGE (1995-1996)

1 KBu BAn Golden Age-style adventure in city loaded w/heroes & villains ....10.00
1A 2nd printing (from Homage,1997) 2.25
2 ....6.00
3 KBu BAn ....5.00
4 KBu BAn ....8.00
5 KBu BAn ....8.00
6 KBu BAn Samaritan returns ....8.00
HC deluxe signed hardcover ....49.95
TPB collects mini-series ....19.95

IMAGE HOMAGE (1996 CURRENT)

WIZARD ½ ....20.00
1 KBu BAn ....7.50
1A trunk cover; ETM exclusive ....10.00
1B 2nd printing ....2.50
2 KBu BAn ....5.00
2A 2nd printing ....2.50
3 KBu BAn ....4.00
4 KBu BAn ....3.00
5-7 KBu BAn ....2.50
8 KBu BAn ....2.50

## ASYLUM

MAXIMUM PRESS (1995 CURRENT)

1-13 anthology series ....3.00

## THE ATOM

DC COMICS (1962 1968

*see All-American #19 for Golden Age O: The Atom, see Showcase #34 for Silver Age O: The Atom*

1 O:Plant Master ....720.00
2 GFo GKa ....270.00
3 GFo MAn O:Chronos ....180.00
4 GFo MAn Snapper Carr ....125.00
5 GFo MAn ....125.00
6 GFo MAn ....120.00
7 1st Hawkman app. since B & B ....245.00
8-10 ....80.00
11-15 ....55.00
16-20 ....40.00
21-28 ....30.00
29 Golden Age Atom ....130.00
30-35 ....30.00
36 Golden Age Atom ....40.00
37-38 ....30.00

*becomes Atom and Hawkman*

**SPECIALS**

1 (1993) vs. Chronos ....2.50
2 (1995) TPa LMc reborn Atom searches for clues to his past ....3.00

## ATOM AND HAWKMAN

DC COMICS (1968 1969)

*previously The Atom*

39-42 ....25.00
43 GFo MAn O:Gentleman Ghost ....25.00
44-45 ....25.00

## ATOMIC ANGELS

CRUSADE (1996)

1 limited series about young superpowered agents against nuclear terrorism ....3.50
1A variant Tucci launch cvr (1 in 25) ....5.00
1B giveaway "Intrep-Edition" ....5.00
2 ....3.25
3-4 ....3.00

## AVENGELYNE

MAXIMUM PRESS (1995)

½ ....15.00
½A platinum ed. ....25.00
1 fallen angel must do penance on Earth; co-written by Rob Liefeld; chromium cover, O: Avengelyne ....10.00
1A newsstand edition; photo cover ....7.00
1B Holochrome version (1 in 200) ....30.00
1C newsstand Gold edition ....30.00
2 B'Lial; bgd w/card; ....5.00
3 includes pin-up gallery ....4.00
3A variant edition; Deodato pin-up ....8.00
TPB collects #1-3 ....9.95

REG. SERIES (1996-CURRENT)

0 (10/96) ....3.00
1 Devlin; chromium cover ....4.00
1A variant photo cover ....4.00
2 O:Darkchylde ....8.00
2A variant photo cover ....8.00
2B drawn nude ....10.00
3-9 ....3.00
10-11 The Possession, p1-2 ....3.00
12-15 ....3.00
DELUXE TPB (1996) collects 1st mini-series, POWER, and DEADLY SINS, plus sourcebook ....19.99

**ONE-SHOTS**

AVENGELYNE BIBLE: REVELATIIONS (1996) all about Avengelyne ....3.50
AVENGELYNE SWIMSUIT BOOK (1995) 4.00
AVENGELYNE SWIMSUIT BOOK–A (1995) Am. Ent. excl. ; limited; photo cvr. 8.00

MAXIMUM PRESS/ANTARCTIC PRESS

AVENGELYNE/WARRIOR NUN AREALA (1996) ....3.00
AVENGELYNE/WARRIOR NUN AREALA–A (1996) Liefeld variant cover ....5.00

MAXIMUM PRESS/IMAGE/EXTREME

AVENGELYNE/GLORY (1995) ....4.50
AVENGELYNE/GLORY–A (1995) variant ....8.00
AVENGELYNE/GLORY SWIMSUIT BOOK (1996) ....3.00

## AVENGELYNE: ARMAGEDDON

MAXIMUM PRESS (1996 1997)

1-3 mini-series ....3.00

# the Wizard COMIC Price Guide

**AVENGELYNE: DEADLY SINS**
MAXIMUM PRESS (1996-CURRENT)
1-2 vs. the 7 deadly sins ..... 3.00

**AVENGELYNE/GLORY: THE GODYSSEY**
MAXIMUM PRESS/IMAGE/EXTREME (1996)
1 2-part crossover ..... 3.00
1A variant cover ..... 5.00

**AVENGELYNE: POWER**
MAXIMUM PRESS (1995)
1-3 mini-series ..... 3.50
TPB ..... 9.95

**AVENGELYNE/PROPHET**
IMAGE/EXTREME (1995)
1 ..... 3.00
HC RLd SPr/MDe Darkthorn sends Avengelyne after Prophet ..... 24.95
HC A signed by Liefeld, numbered ..... 75.00
HC B signed by Platt; numbered ..... 75.00

**AVENGERS**
MARVEL (1963-1996)
-1 (5/97) "Flashback" tale ..... 2.00
1 SLe JKi ❶:Avengers,Loki ..... 2,150.00
2 SLe JKi ❶:Space Phantom, ❶:Avengers Mansion,Q Hulk ..... 525.00
3 SLe JKi Sub-Mariner,vs Hulk ..... 350.00
4 SLe JKi Re Intro & J. Silver Age Captain America, Re Intro Bucky,O:Cap & Bucky, Re Intro:Baron Zemo ..... 1,500.00
4A Golden Record reprint, no cvr price 65.00
4B Golden Record reprint, w/record ..... 150.00
5 SLe JKi ❶ Lava Men, Hulk app. ..... 200.00
6 SLe JKi ❶:Masters of Evil, O:Baron Zemo ..... 160.00
7 SLe JKi Loki, Enchantress ..... 160.00
8 SLe JKi ❶&O.Kang ..... 160.00
9 SLe DHe ❶&O:Wonder Man ..... 160.00
10 SLe DHe ❶:Immortus ..... 160.00
11 SLe DHe Spider-Man ..... 200.00
12 SLe DHe Mole Man ..... 100.00
13 SLe DHe ❶ Count Nefaria, ❶:Maggia ..... 100.00
14 SLe JKi ❶:Ogor ..... 75.00
15 SLe JKi Masters of Evil, D:Baron Zemo I ..... 75.00
16 SLe JKi J:Hawkeye,J:Scarlet Witch; J:Quicksilver, Q:Thor, Q:Iron Man, Q:Giant-Man, Q:Wasp ..... 90.00
17 SLe DHe Hulk, ❶:Minotaur ..... 60.00
18 SLe DHe Nick Fury,commies ..... 60.00
19 SLe DHe ❶&O:Swordsman, O:Hawkeye ..... 60.00
20 SLe DHe Mandarin ..... 40.00
21 SLe DHe ❶:Power Man ..... 40.00
22 SLe DHe Circus of Crime ..... 40.00
23-24 SLe DHe Kang ..... 40.00
25 SLe DHe Dr Doom,FF ..... 50.00
26-27 ..... 25.00
28 ❶:Collector ..... 25.00
29-35 ..... 25.00
36 RTh DHe ❶:Ixar, ❶:Ultrana, J Quicksilver & S.Witch ..... 30.00
37-40 RTh DHe ..... 25.00
41-46 RTh JBu ..... 15.00
47 RTh JBu ❶:Dane Whitman, Magneto ..... 20.00
48 RTh GTu ❶&O.Dane Whitman as Black Knight III,Magneto ..... 20.00
49-51 RTh JBu ..... 15.00
52 RTh JBu ❶:Grim Reaper, J Black Panther ..... 25.00
53 RTh JBu X-Men,Magneto ..... 30.00
54-56 RTh JBu ..... 15.00
57 RTh JBu ❶ Vision,D.Ultron 5 ..... 60.00
58 RTh JBu O&J Vision ..... 40.00
59 RTh JBu ❶ Henry Pym as Yellowjacket ..... 20.00
60 RTh JBu M Henry Pym (Yellow-jacket) and Janet Van Dyne (Wasp),Circus of Crime ..... 20.00
61-65 ..... 12.00
66 ❶:Adamantium ..... 12.00
67-68 ..... 12.00
69 ❶:Grandmaster ..... 12.00
70 ..... 12.00
71 RTh SBu Kang,❶:Invaders, J:Black Knight III ..... 20.00
72-82 ..... 12.00
83 RTh JBu ❶ Liberators ..... 16.00
84 ..... 12.00
85 ❶:Squadron Supreme ..... 12.00
86 ..... 12.00
87 RTh FGi O.Black Panther ..... 25.00
88-92 RTh SBu ..... 10.00
93 RTh NAd Super-Skrull, Captain Marvel ..... 50.00
94 RTh NAd ❶:Mandroids, Super-Skrull ..... 30.00
95-96 RTh NAd ..... 28.00
97 RTh JBu Kree-Skrull War, Captain Marvel, ❶:Patriot, ❶:Fin, ❶:Blazing Skull ..... 15.00
98 RTh BSm Ares ..... 20.00
99 RTh BSm Hercules ..... 20.00
100 RTh BSm all previous Avengers guest-star ..... 55.00
101-109 ..... 9.00
110-112 SEn DHe ..... 16.00
113-115 ..... 7.00
116 Surfer vs. Vision ..... 16.00
117-124 ..... 7.00
125 SEn JBu vs Thanos ..... 12.00
126 Klaw,Solarr ..... 10.00
127 SEn SBu FF,Inhumans,❶:Ultron-7 ..... 10.00
128-132 SEn SBu ..... 8.00
133-163 ..... 6.00
164-166 JBy ..... 6.00
167 ..... 5.00
168 ❶:Henry Peter Gyrich ..... 5.00
169-180 ..... 5.00
181-191 JBy ..... 6.00
192-199 ..... 5.00
200 anniv issue,vs Marcus ..... 5.00
201-213 ..... 3.00
214 vs Ghost Rider ..... 3.00
215-229 ..... 3.00
230-235 RSi AMi ..... 2.50
236-237 Spider-Man ..... 2.50
238-249 ..... 2.50
250 Moelstrom ..... 4.00
251-262 ..... 2.50
263 Jean Grey cocoon found ..... 6.00
264 RSi JBu ❶:Yellowjacket II ..... 3.00
265-299 ..... 2.00
300 WSi JBu J Gilgamesh, J Mr & Mrs. Fantastic ..... 4.00
301-325 ..... 2.00
326 LHa PRy ❶:Rage ..... 6.00
327 LHa PRy ..... 2.00
328 LHa PRy O.Rage ..... 3.00
329-349 ..... 1.75
350 BHa SEp vs Starjammers ..... 2.50
351-359 ..... 1.25
360 imposter Vision,foil cover ..... 4.00
361-362 ..... 1.25
363 30th Anniv issue,double sz ..... 3.50
364 Deathcry ..... 1.25
365 1st Hunt for Magneto game pc. ..... 2.00
366 SEp BHa 30th Anniv issue,vs Kree Strike Force,Deadpool, dbl sz,embossed gold foil cvr ..... 4.50
367 BHa SEp resolution to Sersi ..... 2.00
368 BHa SEp Bloodties,p1 ..... 4.00
369 BHa SEp Bloodties,conclus'n ..... 3.25
370-372 BHa SEp ..... 1.25
373 BHa SEp major decision made ..... 1.75
374 BHa SEp search for Vision ..... 1.50
375 BHa SEp R:Thunderstrike; Q: Black Knight & Sersi; poster ..... 3.00
375A posterless version ..... 2.00
376-379 BHa SEp ..... 1.50
379A (AVENGERS DOUBLE FEATURE #1) flip book w/GIANT-MAN #1 ..... 2.50
380 BHa MDe Hera's vengeance; MDe's 1st work on Avengers ..... 6.00
380A (AVENGERS DOUBLE FEATURE #2) flip book w/GIANT-MAN #2 ..... 6.50
381 BHa MDe ..... 4.00
381A (AVENGERS DOUBLE FEATURE #3) flip book w/GIANT-MAN #3 ..... 2.50
382 answers found on Wundagore ..... 1.50
382A (AVENGERS DOUBLE FEATURE #4) flip book w/GIANT-MAN #4 ..... 2.50
383 Hercules fights for his beloved ..... 1.50
384 BHa/TCv MDe Hercules ..... 6.00
385 BHa/TCv MDe Red Skull strikes ..... 5.00
386 Dawn's Early Light tie-in ..... 1.50
387 BHa/TCv MDe Taking A.I.M., p2 ..... 5.00
388 BHa/TCv MDe Taking A.I.M., p4 ..... 5.00
389 BHa/TCv MDe ..... 5.00
390 MDe prelude to "The Crossing" ..... 5.00
391 BHa MDe "The Crossing" ..... 5.00
392 BHa MDe menace from past ..... 3.50
393 BHa MDe discover ID of traitor ..... 3.00

ALPHA FLIGHT FIRST SERIES #1

394 BHa MDe "The Crossing" ..... 3.00
395 "Timeslide" storyline concludes ..... 2.00
396-399 ..... 2.00
400 MWd MWr dbl-sz anniversary issue; wraparound cover; A:Onslaught ..... 4.50
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MANY DEATHS OF BATMAN reps. Batman #433-435 ..... 3.95
RA'S AL GHUL reprints Ra's Al Ghul stories ..... 17.95
SON OF THE DEMON (1987) MWb JBi Ra's Al Ghul ..... 9 95
TALES OF THE DARK KNIGHT reps. ..... 17.95
TALES OF THE DEMON (1991) reps. classic Ra's Al Ghul stories ..... 17.95
TEN NIGHTS OF THE BEAST (1994) reprints #417-420 ..... 5.95
YEAR ONE (1988) reprints ..... 9 95
YEAR ONE–A (1988) HC ..... 20 00
YEAR TWO (1990) reprints ..... 9 95

**BATMAN ADVENTURES**

**DC COMICS (1992-1995)**

1 ..... 5 00
2 ..... 4.00
3-5 ..... 3.00
6 ..... 2 50
7 w/card ..... 5 00
7A w/o card ..... 2.50
8-24 ..... 2.00
25 KPu MPr dbl-sz, Superman ..... 2 50
26-31 KPu MPr ..... 2 00
32-35 ..... 1.75
36 final issue; Batman & Catwoman vs. Joker ..... 1.75

**ANNUALS**

1 Roxy Rocket ..... 3.00
2 ..... 3.50

**TRADE PAPERBACKS**

THE COLLECTED ADVENTURES VOL.1 reprints Batman Adv's #1-6 ..... 5.95
THE COLLECTED ADVENTURES VOL. 2 reprints #7-12 ..... 5.95

# the Wizard COMIC Price Guide

**BATMAN ADVENTURES: MAD LOVE**
DC COMICS (1994)
SC PDi CTi D:Harley Quinn ....8.00
PF reprinted in Prestige Format ....5.50

**BATMAN/ALIENS**
DC COMICS: DARK HORSE (1997)
1-2 RMz BWr mini-series; Bats faces Aliens in the Amazon ....5.00

**BATMAN AND ROBIN ADVENTURES**
DC COMICS (1995-CURRENT)
1-20 ....1.75
21 ....1.75
ANNUAL 1 ....3.00

**BATMAN BLACK & WHITE**
DC COMICS (1996)
1 mini-series featuring various creators and stories, all in B&W ....5.00
2 ....4.00
3-4 ....3.50

**BATMAN CHRONICLES**
DC COMICS (1995-CURRENT)
1 CDi BSi LWk quarterly Batman book, featuring multiple storylines ....3.00
2-3 ....3.00
4 "Contagion" tie-in; 1st full Hitman story (pre-dates HITMAN #1) ....12.00
5 Oracle ....3.00
6-9 ....3.00
**ONE-SHOTS**
THE BATMAN CHRONICLES GALLERY (1997) pin-ups ....3.50

**BATMAN: ELSEWORLDS**
DC COMICS (1992-CURRENT)
Batman/Houdini ....5.95
Bloodstorm (HC) ....24.95
Bloodstorm (SC) ....12.95
The Blue, The Grey, & The Bat (PF) ....5.95
Castle of the Bat ....5.95
Dark Allegiances HCh ....5.95
Dark Joker: The Wild (HC) ....24.95
Gotham By Gaslight (PF) ....5.00
Holy Terror (PF) ....4.95
In Darkest Knight (PF) MWb JBi Bruce Wayne becomes G. Lantern ....4.95
Master of the Future (PF) ....5.95
Scar of the Bat (PF) ....4.95

**BATMAN FAMILY**
DC COMICS (1975-1978)
1 NAd Robin, Batgirl ....11.00
2-5 ....6.00
6 Joker ....6.50
7-8 ....4.50
9-14 ....6.00
15-16 ....5.00
17 double-size ....6.00
18-20 ....5.00

**BATMAN: GOTD**
DC COMICS (1996)
1-4 CDi JAp/BSi mini-series (title stands for Gotham City Police Department) ....2.25

**BATMAN: GORDON'S LAW**
DC COMICS (1996)
1-4 mini-series; Gordon seeks answers to old unsolved crime ....2.00

**BATMAN: GOTHAM NIGHTS**
DC COMICS (1992)
1-4 JOs MMt people of Gotham ....1.25

**BATMAN: GOTHAM NIGHTS II**
DC COMICS (1995)
1-4 JOs MMt sequel to "G. NIGHTS" ....2.00

**BATMAN/GRENDEL: DEVIL'S DANCE**
DC COMICS (1993)
1-2 MWa PF ....5.00
COMICO EDITION limited bound version of both issues; comes w/certificate ....50.00

**BATMAN/GRENDEL II**
DC COMICS/DARK HORSE (1996)
BOOK 1-DEVIL'S BONES MWa Batman faces Grendel-Prime ....5.00
BOOK 2-DEVIL'S DANCE MWa ....5.00

**BATMAN: JAZZ**
DC COMICS (1995)
1-3 GJo MBd ....2.50

**BATMAN: LEGENDS OF THE DARK KNIGHT**
DC COMICS (1989-CURRENT)
0 (8/94) pub. obsessed w/Batman ....3.00
1A DOn EHa Shaman, p1, O:Batman, yellow cover ....4.50
1B blue cover ....4.50
1C orange cover ....4.50
1D pink cover ....4.50
2-10 ....2.50
11 DMo PGu Prey, p1, Catwoman ....5.50
12 DMo PGu p2, Catwoman ....4.50
13 DMo PGu p3, vs Catwoman, ❶:Night Scourge ....4.50
14 DMo PGu p4, Catwoman, Batman drugged ....3.50
15 DMo PGu p5, D:Night Scourge, Catwoman, Hugo Strange discredited ....3.50
16 DOn RBr Venom p1, Batman takes mind-altering steroids ....4.50
17 DOn RBr p2, Batman addicted ....4.50
18 DOn RBr p3, goes cold turkey ....4.50
19 DOn RBr p4, vs Skyscraft ....4.50
20 DOn RBr p5, D:Skyscraft ....4.50
21-49 ....2.50
50 DOn BBl early encounter w/Joker, pin-ups by var's artists, foil-enh'd cvr, dbl-sz. ....5.50
51-61 ....2.50
62 KnightsEnd, p4 ....2.50
63 KnightsEnd, p10, climax in Batcave ....3.50
64-90 ....2.50
91-93 Freakout, p1-3; written by GEn ....3.50
94-96 ....2.00
97 ....1.95
**ANNUALS**
1 DOn JAp/KGi Joker ....3.00
2 ....3.00
3 DOn MMn/LMc/GMr ....3.00
4 BAu/MWd JSo ....3.00
5 CDi ALc D. Man-Bat ....4.00
6 "Legends of the Dead Earth" ....3.00
**SPECIALS**
HALLOW'N SPECIAL 1 die-cut cvr, vs Scarecrow ....7.00
HALLOW'N SPECIAL 2: MADNESS vs. the Mad Hatter ....5.00
HALLOWEEN SPECIAL 3: GHOSTS JLb TSo Bruce visited by four spectres ....5.00
**TRADE PAPERBACKS**
BATMAN: DARK LEGENDS (1996) reprints #39-40, #50, #52-54 ....14.95
COLLECTED LEGENDS OF THE DARK KNIGHT reprints popular story arcs ....12.95
FACES (1995) rep #28-30 ....9.95
GOTHIC rep #6-10 ....12.95
HAUNTED KNIGHT (1996) collects Halloween specials ....12.95
PREY rep #11-15 ....12.95
SHAMAN rep #1-5 ....12.95
VENOM rep #16-20 ....12.95

**BATMAN: MAN-BAT**
DC COMICS (1995)
1-3 JDe JBa Elseworlds mini-series; Batman faces Kirk Langstrom...the Man-Bat! ....5.00
TPB collects #1-3 ....14.95

**BATMAN: NIGHTRIDER RUN**
DC COMICS (1992)
1-3 GJo MBd ....5.00

**BATMAN: SHADOW OF THE BAT**
DC COMICS (1992-CURRENT)
0 (8/94) AGr BBl Zero Hour aftermath ....3.00
1 AGr NBr ❶:Jeremiah Arkham ....3.00
2-15 ....2.00
16 AGr BBl The God of Fear, p1, tie-in w/Knightfall, Scarecrow ....3.00
17-28 ....2.50
29 KnightsEnd, p2, Nightw'g, dbl sz ....3.50
30 KnightsEnd, p8, Batman vs. Batman, featuring Catwoman & N'twing ....3.00
31 AGr BBl ZERO HOUR, Alfred dreams of becoming a detective ....2.50
32-34 AGr BBl ....2.50
35 The Troika, p2; embossed cover ....3.50
35A regular cover edition ....2.50
36-47 ....2.50
48 Contagion, p1 ....4.50
49 Contagion, p7 ....4.50
50-52 Nightmare on Gotham, p1-3 ....2.50
53 "Legacy" prelude ....2.50
54 Legacy, p4 ....2.50
55 Bruce Wayne accused of murder ....2.50
56 Poison Ivy strikes ....2.50
57-63 ....2.50
64 ....2.00
65 ....1.95
COLLECTOR'S SET Issue #1, 2 posters, Arkham Asylum pop-up & blueprints ....7.00
**ANNUALS**
1 ....4.00
2 Elseworlds story ....4.00
3 Year One story; Poison Ivy ....4.00
4 "Legends of the Dead Earth" ....3.00
**TRADE PAPERBACKS**
THE LAST ARKHAM (1995) reprints ....12.95

**BATMAN: SHADOW OF THE BAT**
DC COMICS (1992-1993)
1 DOn JQu ❶:Azrael ....9.00
2 DOn JQu ....7.00
3-4 DOn JQu ....5.00
TPB DOn JQu reprints mini-series ....12.00
TPB—A Gold version ....30.00

**BATMAN: THE CULT**
DC COMICS (1988)
1 JSt BWr ❶:Deacon Blackfire ....9.00
2-3 JSt BWr ....7.00
4 JSt BWr D:Deacon Blackfire ....6.00
TPB reprints #1-4 ....14.95

**BATMAN: THE DARK PRINCE RETURNS**
DC COMICS (1986)
1 FMi FMi future story ....18.00
2 FMi FMi New Robin ....18.00
3 FMi FMi D: Joker ....8.00
4 FMi FMi vs Superman ....8.00
HC reprints #1-4 ....40.00
HC (50) Press Proof ....1,000.00
HC (3,950) signed & numbered ....275.00
SC reprints #1-4 ....12.95
10th ANNIVERSARY SLIPCASE SET (1996) new hardcover edition w/extra features, plus 3 separate PF books as well as two posters! Limited (10,000) ....100.00
10th ANNIVERSARY TPB (1997) new cover, plus extra features ....14.95

**BATMAN: THE LONG HALLOWEEN**
DC COMICS (1996)
1 JLb TSo 13-part limited series ....7.00
2-8 JLb TSo ....3.00
9 JLb TSo ....2.95

**BATMAN: THE ULTIMATE EVIL**
DC COMICS (1995)
1-2 AVa DGw 2-part mini-series based on AVa's Batman novel ....6.00

**BATMAN: TWO-FACE STRIKES TWICE**
DC COMICS (1993)
1-2 PF, flip-bk. mini-series dealing w/ Golden & Modern Age Batman ....5.00

**BATMAN VS. PREDATOR**
DC COMICS/DARK HORSE (1991-1992)
1 DGi AKu PF, Batman cover, cards ....6.00
1A PF, Predator cover ....6.00
1B Newsstand, w/o cards ....2.00
2 DGi AKu cards, Predator vs Gordon PF ....5.50
2A Newsstand ....2.00
3 DGi AKu cards, Batcave showdown PF ....5.00
3A Newsstand ....2.00
TPB reprints #1-3, w/artwork gallery ....5.95

**BATMAN VS. PREDATOR II: BLOODMATCH**
DC COMICS/DARK HORSE (1994-1995)
1-4 DMo PGu ....2.50
TPB collects #1-4 ....6.95

**BATMAN/WILDCAT**
DC COMICS (1997)
1 CDi/BSi SG mini-series ....2.75
2-3 CDi/BSi SG ....2.25

**BATTLE ANGEL ALITA**
VIZ
PART 1 (1992)
1 ....10.00
2 ....7.00
3-6 ....5.00
7-9 ....2.75
PART 2 (1993)
1-7 ....2.75
PART 3 (1993-1994)
1-5 ....2.75
6 scarce ....5.00
7-13 ....2.75
PART 4 (1994-1995)
1-7 ....2.75
PART 5 (1995-1996)
1-6 ....2.75
7 final issue ....3.00
PART 6 (1996)
1-8 ....3.00
PART 7 (1996-1997)
1-8 ....3.00
PART 8 (1997)
1 ....2.95

**BATTLE FOR EARTH (CROSSOVER)**
IMAGE TOP COW CRUSADE (1995)
SET A boxed set containing all issues and variants of crossover, plus exclusive new cover version by MSi; box is signed by MSi & BTu; limited ....45.00
SET B same as above, but box signed by Silvestri only ....39.95
SET C same as Set A, only no signatures 29.95

**BATTLESTAR GALACTICA**
MARVEL (1978-1981)
1-5 adaptations of TV episodes ....3.00
6-23 original stories ....3.00
MAXIMUM PRESS (1995)
1 Galactica reaches Earth ....3.50
2 Count Iblis visits Baltar ....3.00
3-4 BNa RLd ....2.50
TPB rep. mini-series, w/new material ....12.95
**ONE-SHOTS**
THE COMPENDIUM (1997) collection of hard-to-find stories and new material 3.00
PAINTED BOOK (1997) Fully painted story ....3.00

**BATTLESTAR GALACTICA: APOLLO'S JOURNEY**
MAXIMUM PRESS (1996)
1-3 written by Richard (Apollo) Hatch ....3.00

**BATTLESTAR GALACTICA: JOURNEY'S END**
MAXIMUM PRESS (1996)
1-4 limited series ....3.00

**BATTLESTAR GALACTICA: STARBUCK**
MAXIMUM PRESS (1995)
1 mini-series ....2.50
2-3 ....3.00

**BATTLESTAR GALACTICA: THE ENERGY WITHIN**
MAXIMUM PRESS (1995)
1-2 mini-series ....2.50
3 mini-series concludes ....3.00
TPB collects #1-3 ....9.95

**THE BEAST**
MARVEL (1997)
1-3 ....2.50

**BEAVIS & BUTT-HEAD**
WIZARD MARVEL (1994-1996)
1 ....5.00
2-28 ....3.00
*WIZARD* Mini-Comic ....1.00

**BEWARE THE CREEPER**
DC COMICS (1968-1969)
1 Steve Ditko art ....40.00
2-6 Steve Ditko art ....20.00

**BIG BANG COMICS**
IMAGE/HIGHBROW ENT. (1996-CURRENT)
1-3 Golden and Silver Age-style stories 2.00
4 ....2.50
5-11 ....3.00
12 ....2.95

**BIG GUY & RUSTY THE BOY ROBOT**
DARK HORSE (1995)
1 FMi GDa limited series featuring robot duo fighting monsters in Tokyo ....6.00

**we read it for you**

**Batman #543**
Batman tracks down Faceless, the postal worker who's gone postal and has started killing the people on his route. Faceless almost gets the best of Bats in a fight, but Robin shows up just in time to distract the killer so the Dark Knight can take him down.

**IF YOU MISSED...**

# the Wizard COMIC Price Guide

0A (12/94) Royal Blue Edition .....75.00
0B gold foil ed.; limited to 500 copies..100.00
1 .....36.00
1A 2nd printing .....12.00
1B (1996) Commem. Ed., new cvr ...3.00
1C (1997) Commem. Ed., signed and numbered .....17.00
2 .....40.00
3 .....16.00
4 .....10.00
5 .....9.00

**ONE-SHOTS**

PINUP SPECIAL (1995) portraits by various artists .....3.25
PINUP SPECIAL--A (1995) limited signed edition .....25.00
SAD WINGS OF DESTINY (1996) Vampi's life in review .....4.00
SAD WINGS OF DESTINY--A (1996) signed and numbered .....50.00
SAD WINGS OF DESTINY--B (1997) Gold Emblem Seal edition .....4.00
SAD WINGS OF DESTINY--C (1997) Gold, signed and numbered .....25.00

**TRADE PAPERBACKS**

THE DRACULA WAR (1993) reprints #1-4 (Harris) .....5.95
THE DRACULA WAR SIGNED & NUMBERED (1996) .....39.95
A SCARLET THIRST (1994) reprints Warren stories .....12.95
TRANSCENDING TIME & SPACE (1993) reprints 1970s stories.....12.95
VAMPIRELLA AND THE BLOOD RED QUEEN OF HEARTS (1996) reprints Warren stories .....9.95

## VAMPIRELLA CLASSIC

HARRIS (1995-CURRENT)
1-5 reprints Warren stories in color ...3.00

## VAMPIRELLA: DEATH AND DESTRUCTION

HARRIS (1996)
PREVIEW ASHCAN .....5.00
PREVIEW ASHCAN signed & numbered 35.00
1 Vampi swears vengeance on Nyx; cover by Bill Tucci .....3.00
1A signed by creative team .....30.00
1B signed by Tucci .....30.00
1C satin edition, limited .....30.00
1D satin ed., signed and numbered; NOTE: this issue was previously solicited by the publisher at an incorrect price . 60.00
2-3 .....3.00
SET includes #1-3, signed & numbered 60.00
TPB.....14.95

## VAMPIRELLA LIVES

HARRIS (1996)
1A Vampi returns from death .....4.00
1B model photo cover .....4.00
1C linen edition .....15.00
1D linen edition, signed & numbered 40.00
1E censored photo cover .....10.00
2A "Vengeance" edition .....3.00
2B photo cover edition .....3.00
2C alternate edition, painted AHu cover 10.00
2D alternate, signed & numbered ed. 30.00
3A "Graveyard" edition .....3.00
3B photo cover edition .....3.00

## VAMPIRELLA: RISING IN AMERICA

HARRIS (1991-1992)
1-4 KBu .....4.50
Limited TPB rep. M. in Am. ser's .....35.00

## VAMPIRELLA OF DRAKULON

HARRIS (1996-CURRENT)
0 (11/96) .....3.00
1 assassin sent to kill Vampi .....3.00
1A signed & numbered, w/certificate . .20.00
2 Dracula returns.....3.00
2A signed & numbered, w/certificate . 25.00
3-5 .....3.00

## VAMPIRELLA/ SHADOWHAWK: CREATURES OF THE NIGHT

HARRIS, IMAGE, SHADOWLINE INK (1995)
BOOK ONE TSg KWo Vampi bites Shadowhawk; Book Two is listed as S'HAWK/VAMPIRELLA .....5.50

## VAMPIRELLA SILVER ANNIVERSARY COLLECTION

HARRIS (1997)
1-3 reprints Warren stories in B&W; "Good Girl" editions .....2.50
1A-3A "Bad Girl" editions .....2.50
4 Jim Silkie cover .....2.50
4A Mark Beachum cover .....2.50
SILVER ANNIVERSARY SIGNED & NUMBERED SET (1997) #1-4 w/binder and certificate; limited .....49.95

## VAMPIRELLA STRIKES!

HARRIS (1995-CURRENT)
1 Passion .....3.00
1 limited signed & numbered edition 30.00
1A newsstand edition .....3.00
1B full moon background; Am. Ent. exclusive; limited (15,000) . .3.00
1C alt. photo cvr; limited, bg'd w/cards 10.00
1C alt. photo cvr, signed and numb'd . . 20.00
2 teams w/Passion against Dante Corp. . 3.00
3 battles subway stalker .....3.00
3A signed and numbered .....18.00
4-5 .....3.00
5A signed and numbered .....20.00
6 .....3.00
6A signed and numbered .....39.95
6B alternate cover, signed & numbered 25.00
7 silver special flip book .....3.00
ANNUAL 1 .....3.00
ANNUAL 1-A variant L. Small Jr .cvr. ...10.00
ANNUAL 1-B signed & limited .....25.00

**ONE-SHOTS**

VAMPIRELLA VS. EUDAEMON (1996) special alternate version of VAMPIRELLA STRIKES #5 .....9.95
VAMPIRELLA VS. EUDAEMON--A (1996) signed and numbered .....25.00

## VAMPIRELLA 25th ANNIVERSARY SPECIAL

HARRIS (1996)
1 .....5.95
1A signed by Robinson, Palmiotti and Conner; limited .....50.00
1B signed by Texeira and Ackerman ...50.00
1C Frazetta "Virgin" cover, limited .....7.00

## VAMPIRELLA VS. HEMORRHAGE

HARRIS (1997)
1 mini-series .....3.50
1A Premiere Ash Can .....2.00
1B signed and numbered .....25.00
2 .....3.50
3 .....3.50
VAMPIRELLA VS. HEMORRHAGE SET signed & numbered #1-3 w/binder .....49.95

## VAMPIRELLA VS. PANTHA

HARRIS (1997)
PREVIEW .....1.50
1 "Vampirella vs. Pantha" cover .....3.50
1A "Vampirella vs. Pantha" cover; signed and numbered .....20.00
1B "Pantha vs. Vampirella" cover .....3.50
1C "Pantha vs. Vampirella" cover; signed and numbered .....20.00
1D painted Pantha cover by M. Texeira 9.95
1E painted Pantha cover, signed .....29.95

## VAMPIRELLA VS. THE CULT OF CHAOS

HARRIS (1993)
TPB reprints Warren tales .....12.95

## VAMPIRELLA/WETWORKS

HARRIS IMAGE WETWORKS (1997)
1 .....2.95
1A signed and numbered .....19.95

## THE VAMPYRES LUXURA

BRAINSTORM (1996-CURRENT)
1 KLn .....3.00
1A gold edition .....10.00
1B platinum edition .....25.00
1C signed edition .....5.00

## VAMPS

DC COMICS/VERTIGO (1994)
1 ELe WSm vampire biker babes .....4.00
2 .....3.00
3 .....3.00

**THE UNCANNY X-MEN #126-#128**

The X-Men head to Scotland to halt the murderous rampage of the reality-altering mutant Proteus. But even with the nigh-omnipotent power of the Phoenix on their side, the team is laid to waste. But what is Proteus' dark secret and how does an X-Man sell his soul to stop him? *—Pat McGillum, Editor-in-Chief*

4-6 .....2.25
TPB collects mini-series .....9.95

## VAMPS: HOLLYWOOD & VINE

DC COMICS/VERTIGO (1995-1996)
1 ELe WSm the gals hit Hollywood .. .3.00
2-6 ELe WSm .....2.25

## VANGUARD: STRANGE VENOMS

IMAGE/HIGHBROW ENT. (1996)
1-4 mini-series .....3.00

## VENGEANCE OF VAMPIRELLA

HARRIS (1994-1996)
½ Wizard mail-away offer .....20.00
½A Platinum Edition .....32.00
½B Gold Foil Stamped Ed., S & Nmb'd 40.00
0 (11/95) Mystery Walk tie-in .....3.00
0A (11/95) signed & numbered .....25.00
1 BUz TSg vs child stalker & Hemorrhage,foil cvr by JQu/JPl ...26.00
1A Gold version .....50.00
1B 2nd print .....9.00
1C Royal Blue Edition .....100.00
2 BUz TSg .....16.00
3 .....10.00
4 vs vampire-empowered teens .....8.00
5-7 .....6.00
8 bagged w/card.....7.00
9-10 .....6.00
11 bagged with card .....3.50
12 Passion Play .....3.50
13 Pendragon attacked .....3.50
14 Vampi's origin begins .....3.50
14A Buzz cover .....20.00
15 Mystery Walk, p2 .....3.00
15A Buzz cover .....20.00
16 Mystery Walk, p3 .....3.00
16A Buzz cover .....20.00
17 Mystery Walk, p4 .....3.00
17A Buzz cover .....20.00
18 Mystery Walk, p5 .....3.00
18A Buzz cover .....20.00
19 Walk, p6; Magdalene & Madek . .3.00
19A Buzz cover .....20.00
20 Mystery Walk epilogue .....3.00
21-24 .....3.00
25 final issue; wraparound foil cover ...5.00
25A signed & numbered edition .....40.00
25B signed & numbered; alt. JAl cvr ...30.00
25C Gold, signed and numbered ...100.00
ASHCAN Previews #25 .....5.00
*WIZARD* Mini-Comic #1 (from iss #46) ...2.00
*WIZARD* Mini-Comic Gold Edition #1 .....4.00
*WIZARD* Mini-Comic #2 (from iss #55) ...1.00
TPB reprints #1-3.....6.95
SIGNED/NUMBERED SET set includes signed & numbered copies of #14-19 ...70.00

## VENOM

MARVEL (1993)
*see Amazing Spider-Man #300 for ©:Venom*
-1 (5/97) "Flashback: Seed of Darkness"2.00
1 DMc MBa Holo-Grafx cover .....5.00
1A Gold version.....25.00
2-6 .....3.00
TPB collects mini-series.....15.95

## VENOM: LETHAL TO KILL

MARVEL (1997)
1-2 mini-series .....2.00
3.....1.99

## VENOM: ON TRIAL

MARVEL (1997)
1-3 mini-series .....2.00

## VENOM: TOOTH & CLAW

MARVEL (1996)
1-3 possessed Venom battles Wolverine 2.00

## VERMILLION

DC COMICS/HELIX (1996-CURRENT)
1-4 .....2.25
5-10.....2.50
11 .....2.50

## VEROTIKA

VEROTIK (1995-CURRENT)
1 .....15.00
2 .....9.00
3 .....6.00
4-6 .....3.50
7-15.....3.00
16 .....4.00
TPB.....12.95

## VEROTIKA EAST

VEROTIK (1997-CURRENT)
1 biannual series; Japanese creators showcase their own erotic horror tales .....12.00
2 .....11.95

## VERTIGO GALLERY: DREAMS & NIGHTMARES

DC COMICS (1995)
1-SHOT depictions of Sandman, Death, Preacher & others .....5.00

## VERTIGO VISIONS

DC COMICS/VERTIGO
DR. OCCULT (1994) battles Kath .....4.00
THE GEEK (1993) MAl Brother Power ...4.00
PHANTOM STRANGER (1993) GDv AKw Stranger's secrets .....3.50
PREZ (1995) 3 youths search for Prez...4.00

## VIOLATOR

IMAGE TMP (1994)
*see Spawn #2 for ©: Violator*
1 AMo BSe mini-series for villain .....3.50
2 AMo BSe O: Violator; Spawn .....3.00
3 AMo GCp conclusion; fights Spawn and the Vandalizer.....2.50

## VISIONS

VISION PUBLICATIONS (1979-1983)
1 ©: Flaming Carrot .....100.00
2-3.....20.00
4 Flaming Carrot .....30.00
5 Flaming Carrot (1 page).....15.00

## VORTEX

HALL OF HEROES (1993-1994)
1 1st work by Matt Martin (6,000) ...20.00
1A commemorative ed. (1,500) .....5.00
1B commemorative ed., signed (500) ..15.00
1C commemorative ed., w/original sketch by Martin; limited (26 copies) .....85.00
2 (3,000) .....10.00
3-5 (3,000) .....3.00
6 (1,200) .....3.00
*WIZARD* Mini-Comic .....1.00

## WANDERING STAR

PEN & INK (1993-1996)
1 TWo ©:Casandra Andrews .....30.00
1A 2nd print .....3.00
1B 3rd print .....3.00
2 TWo .....10.00
3-7 TWo .....3.00
8-9 TWo .....2.50
10-11 .....2.75
SIRIUS (1996-CURRENT)
12-21 .....2.50
TPB reprints #1-7 .....11.95

## WARCHILD

MAXIMUM PRESS (1994)
0 (8/95) stories by RLd, SPt & others ...2.50
1 ESp RLd CYa ©: Warchild; mini-series 3.50
1A deluxe reprint, new cover .....2.50
2-4 ESp RLd CYa .....2.50
4A variant cover by C.Yoep .....4.00
TPB collects mini-series .....12.95
2ND SERIES (1996)
1 AMo RLd .....2.50

## WARLOCK

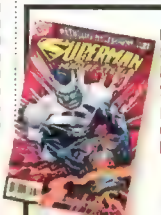
MARVEL (1972-1976)
1 .....25.00
2-8 .....7.00
9 JSt JSt .....10.00
10 JSt JSt .....15.00
11 JSt JSt .....10.00
12-14 JSt JSt .....7.00
15 JSt JSt .....15.00
2ND SERIES (1982-1983)
1-6 reprints .....2.50

## WARLOCK & THE INFINITY WATCH

MARVEL (1992-1995)
1 JSt AMe Warlock on trial .....4.00
2 JSt AMe I:Infinity Watch .....3.00
3-6 .....2.50
7-24 .....1.50
25 Blood & Thunder,p12 .....3.00
26-42 .....1.50

## THE WARRIOR OF WAVERLY STREET

DARK HORSE (1996)
1-2 2 issue limited series .....3.00
1-SHOT BROODSTORM (1997) .....3.00




we read it for you

**Superman: The Man of Steel #68:** Metallo's in Metropolis, doing anything he can think of to destroy Superman. Superman fights him, but he's still pretty new-to his powers, absorbs too much energy from Metallo and flies Earth to release it. But as he gets out of the atmosphere the energy within him explodes, leaving no trace of Supes.

IF YOU MISSED...

## WARRIOR NUN AREALA
ANTARCTIC PRESS (1994-1995)

MINI-SERIES (1994-1995)
1 story & art: BDn, ⓪: Warrior Nun Areala; ⓪: Shotgun Mary; mini-series ....18.00
1A Platinum edition ....26.00
1B Black virgin cover .... 20.00
1C 2nd print .... 4.00
2 BDn .... 12.00
3 BDn .... 6.00
3A bagged with CD .... 11.00
3B Platinum edition .... 20.00
TPB rep. #1-3 .... 9.95
HC limited signed edition; rep. #s 1-3 .. 24.95

2ND MINI-SERIES (1995-1996)
1 BDn 2nd mini-series; called to Japan... 4.00
1A flipbook w/preview of SHOTGUN MARY #1 .... 8.00
1B Red Limited cover .... 30.00
1C signed & numb'd, stain glass version, w/certificate .... 10.00
2 BDn Cheetah attacks .... 3.00
2A signed, with certificate .... 10.00
3-5 BDn Serina .... 3.00
6 BDn .... 3.50
TPB collects #1 6 .... 15.95

REGULAR SERIES (1997-CURRENT)
1 bimonthly series .... 2.95

**ONE-SHOTS**

ANTARCTIC PRESS/LONDON NIGHT STUDIOS (1996)
WARRIOR NUN AREALA VS. RAZOR (1996) JWF BDn .... 4.00
WARRIOR NUN AREALA VS. RAZOR–A (1996) bagged with CD soundtrack 10.00

ANTARCTIC PRESS/MAXIMUM PRESS
WARRIOR NUN AREALA/AVENGELYNE (1996) .... 3.00

## WARRIOR NUN AREALA: SCORPIO ZONE
ANTARCTIC PRESS (1996-1997)
1-4 mini-series .... 3.00

## WARRIOR NUN: BLACK AND WHITE
ANTARCTIC PRESS (1997-CURRENT)
1-2 B&W series .... 3.00
3 .... 2.95

## WARRIOR NUN DEB: AFTERLIFE
ANTARCTIC PRESS (1997)
1-2 mini-series set in future .... 3.00

## WATCHMEN
DC COMICS (1986-1987)
1 AMo DGi ⓪:Watchmen .... 7.00
2 AMo DGi .... 4.00
3-11 AMo DGi .... 3.50
12 AMo DGi D:Rorschach .... 3.50
HC unpublished material .... 50.00
TPB reprints #1-12 .... 16.95

## WEAPON X
MARVEL (1995)
*previously Wolverine*
1 LHa AKu The Age of Apocalypse .... 6.00
1A 2nd print .... 2.00
2 LHa AKu deluxe ed., glossy stock .... 4.00
3-4 LHa AKu .... 3.00
*returns to Wolverine*
TPB THE ULTIMATE WEAPON X (1995) reprints #1-4, gold-etched cvr .... 8.95

## WEAPON ZERO
IMAGE/TOP COW (1995)
T-minus-4 WSi JOe ⓪: Weapon Zero ... 8.00
T-minus-4–A signed by creative team, numbered (1,000); B&W interior, gold back cover 15.00
T-minus-3 WSi JOe moon battle .... 4.00
T-minus-2 WSi JOe alien invaders .... 4.00
T-minus-1 WSi JOe final issue .... 4.00

REGULAR SERIES
IMAGE/TOP COW (1995-1996)
0 team faces alien invasion .... 4.00
1-7 .... 3.50
TOP COW (1996)
8-9 .... 3.00
IMAGE/TOP COW (1997-CURRENT)
10-11 .... 3.00
12-13 .... 2.50

**ONE-SHOTS**

TOP COW/MARVEL
WEAPON ZERO/SILVER SURFER (1996) Devil's Reign, p1; crossover begins ... 6.00
WEAPON ZERO/SILVER SURFER–A (1996) limited variant cover .... 12.00

## WEB OF SCARLET SPIDER
MARVEL (1995)
1-4 .... 2.00

## WEB OF SPIDER-MAN
MARVEL (1985-1995)
1 LSi GLa vs alien costume .... 20.00
2 .... 10.00
3-8 .... 7.50
9-10 .... 6.00
11-28 .... 5.00
29 JOw SGg Wolverine, Hobgoblin, the Rose sequel to "Spider-Man vs. Wolverine" 15.00
30 .... 12.00
31 JDm MZe Kraven's Last Hunt, p1; Spidey buried alive .... 9.00
32 .... 9.00
33-35 .... 4.50
36 GCy ASo ⓪:Tombstone .... 4.50
37 .... 3.75
38 Hobgoblin .... 6.00
39-47 .... 4.00
48 O:Hobgoblin II cont'd from Spec. Spider-Man #147 .... 12.00
49 PDa VMa cocaine dealers .... 4.00
50 GCy ASo ⓪:Outlaws, dbl sz .... 5.00
51-59 .... 3.00
59 GCy ASo Titania vs Puma, Cosmic Spidey, Acts/Vengnce .... 8.00
60 GCy ASo vs Goliath, Cosmic Spidey, Acts/Vengnce .... 6.00
61 GCy ASo vs Dragon Man, Cosmic Spidey, Acts/Vengnce .... 6.00
62-68 .... 2.50
69 .... 7.00
70 DMi ADa Spider-Hulk .... 2.50
71-85 .... 2.00
86 HMa ASa p3, I:Demogoblin .... 3.00
87-89 .... 2.00
90 h'gram cvr; Hobgoblin; Wolverine ... 6.50
90A 2nd print .... 3.00
91 HMa ASa ⓪:Whisper, ⓪:Pulse .... 1.50
92-99 .... 1.50
100 I:Spider-Armor .... 3.50
101-103 TKa ASa Maximum Carnage .... 2.00
104-105 TKa ASa Infinity Crusade .... 1.50
106 TKa ASa Infinity Crusade, Strong Guy, Firestar, Wolverine; bagged with Dirt magazine .... 3.50
106A w/o Dirt magazine .... 1.50
107-112 .... 1.50
113 TKa ASa: Gambit, Black Cat, metallic cvr, 16-pg book .... 3.50
113A regular edition .... 1.50
114-116 TKa ASa Live and Let Die .... 1.50
117 TKa SBt Power and Responsibility, p1; Spidey meets his clone & they are challenged by Judas Traveller; w/flip book and 2 foil-stamped cvrs .... 8.00
117A regular edition .... 2.50
118 TKa SBt the Spider-Clone challenges Venom .... 3.00
119 TKa SBt Clone vs. Venom; direct edition, polybagged .... 6.00
119A newsstand edition .... 2.50
120 dbl-sz; Web of Life, p1; clone stalked by figure from past; Kaine .... 2.50
121-122 .... 2.00
123-124 .... 1.50
125 dbl-sz.; Gwen's clone, truth about M.J.'s baby; 3-D holodisk cvr .... 4.00
125A regular cover edition .... 3.00
126-129 .... 1.50

**ANNUALS**
1 .... 6.00
2 AAd N. Mutants .... 8.00
3 DFi ASo Index to Peter Parker's life, friends & foes .... 4.00
4 ⓪:Poison .... 4.50
5 GCy JSo Atlantis Attacks .... 4.00
6 GCy GKa Spidey's Tiny Adv., p3; Punisher/A.May .... 4.00
7 .... 2.00
8 .... 2.25
9 ⓪:The Cadre, bagged w/card .... 3.00
10 vs Shriek .... 3.00

**SPECIALS**
WEB OF SPIDER-MAN SUPER SIZE SPECIAL (1996) flip book mini-series concludes; Planet of the Symbiotes, p5 .... 4.00

## WEIRD WAR TALES
DC COMICS/VERTIGO (1997)
1 mini-series .... 3.00
2 .... 2.50
3 .... 2.50

## WEREWOLF BY NIGHT
MARVEL (1972-1977)
1 .... 45.00
2 .... 15.00
3-6 .... 10.00
7-12 .... 6.00
13-20 .... 5.00
21-31 .... 4.00
32 DMo DPe ⓪&O:Moon Knight .... 60.00
33 DMo DPe Moon Knight .... 25.00
34-36 DMo DPe .... 3.00
37 DMo DPe Moon Knight .... 6.00
38-43 .... 2.50

## WETWORKS
IMAGE/WILDSTORM (1994-CURRENT)
*see WildC.A.T.s #2 for ⓪: WetWorks*
1 WPo .... 6.00
2 BCo WPo .... 4.00
2A Portacio variant cover .... 8.00
3-8 .... 2.25
8A newsstand edition, no cards .... 2.00
9-15 .... 2.75
16 Fire From Heaven, p4 .... 2.75
17 Fire From Heaven, p11 .... 2.75
18-21 .... 2.75
22-24 .... 3.00
25 dbl-sz .... 4.50
26-28 .... 3.00
29 .... 2.50
30 .... 2.50
SOURCEBOOK 1 facts about team .... 2.25
TPB REBIRTH (1996) reprints #1-3, plus preview from WILDC.A.T.S #2 .... 9.95

## WHAT IF...
MARVEL (1977-1984)
1 RTh Spidey joined the F.F. .... 20.00
2 Smart Hulk .... 10.00
3-5 .... 7.00
6 Fantastic Four .... 7.00
7-14 .... 6.00
15-16 .... 5.00
17 Ghost Rider .... 7.00
18 Dr. Strange .... 5.00
19 Spider-Man .... 5.00
20-26 .... 5.00
27 Phoenix had lived; Wolverine .... 8.00
28 FMi FMi Daredevil as SHIELD agent .... 8.00
29 Avengers .... 4.00
30 Spider-Man's clone .... 12.00
31 Wolverine killed Hulk .... 13.00
32-34 .... 3.50
35 FMi FMi Elektra lived .... 5.00
36-44 .... 3.50
45 Berserk Hulk .... 3.00
46 Uncle Ben lived .... 4.00
47 no Thor .... 3.00

2ND SERIES (1989-CURRENT)
-1 (5/97) "Flashback" tale .... 2.00
1 heroes lost Evolutionary War .... 6.00
2 GCp Daredevil & Kingpin .... 3.50
3 D:Captain America .... 3.50
4 Alien Costume .... 5.00
5 Evil Vision .... 3.50
6 RLi X-Men lost Inferno .... 6.00
7 RLd Wolverine .... 7.00
8 Armor Wars .... 3.00
9 X-Men died .... 5.00
10 Punisher .... 3.00
11-15 .... 3.00
16 Wolverine vs Conan .... 6.00
17 Spider-Man .... 3.00
18-21 .... 2.50
22 RLi Silver Surfer .... 4.00
23 .... 2.00
24-25 Wolverine .... 2.00
26-34 .... 2.00
35 JPh RTh Time Quake p1, Fantastic Five vs Doom .... 2.00
36-40 .... 1.50
41 2.00 cover, Giant-size .... 2.50
42 .... 1.25
43 Wolverine .... 1.25
44-49 .... 1.25
50 Hulk killed Wolverine, dbl sz .... 4.00
51-58 .... 1.50
59 Wolverine led Alpha Flight .... 1.50
60-61 .... 1.50
62 Wolverine fought Weapon X .... 1.50
63-78 .... 1.50
67-68 Captain America revived today; Wolverine appearances .... 1.50
69-77 .... 1.50
78 New FF (Hulk, Wolvie, Spidey, Ghost Rider) had remained together .... 1.50
79-92 .... 1.50
93 Wolverine had to be killed .... 1.50
94 .... 1.50
95-98 .... 2.00
99 .... 1.99
1-SHOT Iron Man: Traitor .... 3.00
TPB BEST OF WHAT IF? reprints .... 12.95

## WHAT THE...?!
MARVEL (1988-1992)
1 Marvel spoof .... 4.00
2 JBy JBy Superbman .... 3.00
3-4 .... 2.00
5-6 Wolverine .... 1.50
7-8 .... 1.50
9-24 .... 1.25
SUMMER SPECIAL (1993) X-Men parody issue .... 2.50
FALL SPECIAL (1993) Silver Burper .... 2.50

## WHAT'S MICHAEL?
DARK HORSE (1997-CURRENT)
1 manga adventures of cat .... 6.00

## WHIZ COMICS
FAWCETT (1940-1953)
2 ⓪&O: Captain Marvel .... 55,000.00
3 (No # on cover, #3 on inside) ... 3,900.00
3A (#4 in indicia) (4/40) .... 2,600.00
4 "Captain Marvel Crashes Through" (5/40) .... 1,900.00
5 "Captain Marvel Scores Again!" ... 1,500.00
6 "Captain Marvel and The Circus of Death" .... 1,300.00
7 "Captain Marvel and the Squadron of Doom," Begin: Dr. Voodoo .... 1,100.00
8 "Saved by Captain Marvel!" ... 1,000.00
9 "Captain Marvel on the Job!" ... 1,000.00
10 "Captain Marvel Battles the Winged Death" .... 1,000.00
11 "Hurray For Captain Marvel!" ... 1,000.00
12 "Captain Marvel Rides the Engine of Doom!" .... 1,000.00
13 "Captain Marvel–World's Most Powerful Man!" .... 900.00
14 .... 900.00
15 Origin. Sivana, Dr. Voodoo .... 925.00
16-18 vs. Spy Smasher .... 825.00
19-20 .... 650.00
21 ⓪&O. Lt. Marvels .... 700.00
22-24 .... 500.00
25 ⓪&O. Captain Marvel Jr. .... 4,000.00
26-30 .... 420.00
31-32 .... 350.00
33 Spy Smasher .... 420.00
34 .... 350.00
35 Spy Smasher .... 390.00
36-40 .... 260.00
41-42 .... 190.00
43 Spy Smasher, Ibis .... 220.00
44-50 .... 190.00
51-60 .... 160.00
61-70 .... 130.00
71-80 .... 110.00
81-90 .... 110.00
91-100 .... 100.00
101-130 .... 95.00
131-152 .... 90.00
153-155 Scarce .... 130.00

## WHOA, NELLIE!
FANTAGRAPHICS (1996)
1-3 JHr .... 3.00

## WILD ONES
*see "Cadillacs & Dinosaurs: The Wild Ones"*

## WILDC.A.T.S
IMAGE/WILDSTORM (1992-CURRENT)
0 (6/93) came with TPB .... 10.00
1 BCo JLe ⓪:WildC.A.T.s (⓪: Grifter, ⓪: Void, ⓪: Spartan, ⓪: John Lynch, ⓪: Emp, ⓪: Zealot, ⓪: Voodoo, ⓪: WarBlade) 7.00
1A Gold version .... 10.00
1B Gold version, signed .... 15.00
2 ⓪:WetWorks (⓪: Jester, ⓪: Dozer, ⓪: Pilgrim, ⓪: Grail, ⓪: Claymore, ⓪: Dane, ⓪: Crossbones, ⓪: Mother One, ⓪: Flattop) w/ IMAGE #0 coupon ... 9.00
2A coupon cut out .... 2.00
2B newsstand edition (no prism cvr) ... 2.00
3 BCo JLe .... 5.00
4 JLe .... 5.00
4A w/red foil WIZARD card .... 11.00
5 JLe K. Instinct p'fude; 2 dbl-gatefold pgs 3.50
6 JLe Killer Instinct, p1 .... 3.50
7 JLe Killer Instinct, p3 .... 4.00
8 JLe Heroes on cruise; look carefully and you'll spot Scott & Jean on h'moon .. 11.00
9 JLe Lord Entropy .... 4.00
10 CD JLe ⓪:Huntsman .... 3.00
11 CD JLe ⓪: Tapestry .... 3.00
11A variant cover .... 12.00
12 .... 3.00
13-19 .... 2.50
20 WildStorm Rising, p2; w/2 cards .. 2.50
20A newsstand edition, no cards .... 2.00
21-24 .... 2.50
25 AMo DJo/TCh dbl-sz; chromium cvr .. 5.00
26-38 .... 2.50
39 .... 2.50

**ASHCANS**
ASHCAN 1 (signed) .... 20.00
ASHCAN 1 (unsigned) .... 10.00

**HARDCOVERS**
1 reprints #1-4, w/#0 .... 49.95

**SPECIALS**
SOURCEBOOK 1 BCh JLe guide to team 2.50
SOURCEBOOK 2 info on new characters 2.50
DIRECTOR'S CUT special boxed set of #10-12, w/orig. material, sn'd & n'd 75.00

**TRADE PAPERBACKS**
1 reprints #1-4; comes w/#0 .... 9.95
WILDC.A.T.S./CYBERFORCE: KILLER INSTINCT (1996) collects crossover .... 16.95
A GATHERING OF EAGLES (1997) reps. 9.95

## WILDCATS/X-MEN
WILDSTORM/MARVEL (1997)
THE GOLDEN AGE .... 5.00
THE GOLDEN AGE-A Jim Lee cover .... 7.50
THE SILVER AGE .... 4.50

## WILDSTORM RISING
IMAGE/WILDSTORM (1995)
1-2 WildStorm Rising, p1 & 10; w/cards 2.50
1A-2A newsstand edition, no cards .... 2.00
SOURCEBOOK 1 info on crossover .... 2.50
TPB collects crossover .... 19.95

## WILDSTORM SPOTLIGHT
IMAGE/WILDSTORM (1997-CURRENT)
1-4 series featuring rotating story arcs 2.50

## WILDSTORM SWIMSUIT SPECIAL
IMAGE/WILDSTORM (1994-CURRENT)
SWIMSUIT SPECIAL 1994 .... 3.00
SWIMSUIT SPECIAL 1995 .... 2.50
SWIMSUIT SPECIAL 1997 .... 2.50

## WILDSTORM UNIVERSE '97
IMAGE/WILDSTORM (1996)
1-3 .... 2.50

## WILD SYNDICATE
DC COMICS/MILLIGAN & [illegible]
1-4 mini-ser. for BLOOD SYNDICATE hero 2.50

## WITCHBLADE
IMAGE/TOP COW (1995-1996)
*see Cyblade/Shi Special–The Battle For Independents for ⓪:Witchblade*
1 Adv's of Sara Pezzini: Witchblade! .. 35.00
1A Special Retailer Edition .... 38.00
1B (*Wizard* Ace Edition) reprints #1 with new acetate cover art .... 42.00
2 hunts killer .... 35.00
2A ETM exclusive Encore edition .... 5.00
3 .... 20.00
4 .... 15.00
5 .... 12.00
6 .... 8.00
7 .... 6.00
8 .... 5.00
TOP COW (1996)
9 .... 5.00
9A Tony Daniel variant cover .... 8.00
10 ⓪: Jackie Estacado (The Darkness) 8.00
10A DARKNESS #0 cover, interior same as regular #10 .... 20.00
10B Dynamic Forces exclusive cover ... 25.00
10C Gold edition .... 30.00
11 .... 3.00
12 .... 2.50
IMAGE/TOP COW (1997-CURRENT)
13-14 .... 2.50
15 .... 2.50
COLLECTED EDITION Vol.1 PF reps. #1-2. 4.95
COLLECTED EDITION Vol.2 PF reps. #3-4. 4.95
COLLECTED EDITION Vol.3 PF reps. #5-6. 4.95
COLLECTED EDITION Vol.4 PF reps. #7-8. 4.95
COLLECTED EDITION Vol.4 with custom slipcase to hold all four volumes ... 10.95
COLLECTED EDITION Vol 4-SET A contains all four volumes, w/slipcase .... 29.95
COLLECTED EDITION Vol 4-SET B same as Set A, but all issues are signed ... 49.95

# the Wizard COMIC Price Guide

SPRING PIN-UP (1997) ETM exclusive ... 5.00

## WITCHCRAFT
DC COMICS/VERTIGO (1994)

1 JRb TKr tales of the 3 Witches ..... 4.00
2-3 ..... 3.50
TPB ..... 14.95

## WIZARD ACE EDITIONS
WIZARD PRESS (1995-CURRENT)

*This section will checklist all of our retailer-premium ACE (Acetate&Edition) books. These books feature popular titles with original, acetate covers. Retailers receive one book for every 25 copies of Wizard ordered. All print runs have not exceeded 5,000 copies. The # that appears on the covers is the # in our series, not the # of the original book.*

Iss. #
55 Creed #1 [ACE #1]
56 Megaton #3 [ACE #2]
57 Strangers in Paradise #1 [ACE #3]
58 Madman #1 [ACE #4]
59 Zorro #3 [ACE #5]
60 Dark Horse Presents #1 [ACE #6]
61 Animal Mystic #1 [ACE #7]
62 Ash #1 [ACE #8]
63 Witchblade #1 [ACE #9]
64 Shi #4 [ACE #10]
65 Mars Attacks #1 [ACE #11]
66 Bone #1 [ACE #12]
67 Star Wars: Dark Empire #1 [ACE #13]
68 Avengelyne #1 [ACE #14]
69 WildC.A.T.s #1 [ACE #15]
70 Marvel Comics #1 [ACE #16]
71 Lady Death vs. Purgatori [ACE #17]

## WIZARD 1/2 OFFERS
WIZARD PRESS (1993-CURRENT)

*This section will checklist the 1/2 offers, so you will be able to easily locate the prices under their respective headings (e.g., the price for The Maxx # 1/2 can found under the title "The Maxx"). The issue # denotes the issue of Wizard in which that 1/2 offer is found.*

Iss. #
21 The Maxx # 1/2
30 Gen13 # 1/2
33 Prime # 1/2
37 Doom's IV # 1/2
38 Lady Death # 1/2
39 X-O Manowar # 1/2
40 Ripclaw # 1/2
41 Bone #13 1/2
53 The X-Files # 1/2
55 Vengeance of Vampirella # 1/2
56 Lady Rawhide # 1/2
57 Fire From Heaven # 1/2
58 Avengelyne # 1/2
59 Dawn # 1/2
60 Lady Death: The Crucible # 1/2
61 Heroes Reborn # 1/2
62 Astro City # 1/2
63 Shi # 1/2
64 The Darkness # 1/2
65 Devil's Reign # 1/2
66 Mars Attacks # 1/2
67 Star Wars: X-Wing Rogue Squadron # 1/2
68 DVB # 1/2
69 Savage Dragon # 1/2
70 Ash # 1/2
71 Tales of the Witchblade # 1/2

## WIZARD MINI-COMICS
WIZARD PRESS (1994-CURRENT)

*This section will checklist the mini-comics, so you can easily locate the prices under their respective headings (e.g., the price for The Maxx mini-comic can be found under the title "The Maxx"). The issue # denotes the issue of Wizard in which that mini-comic is found.*

Iss. #
35 Ultraforce #0A
36 Ultraforce #0B
37 Brute & Babe
38 Zero Hour
39 Vortex
42 Godwheel
43 Beavis & Butt-Head
44 Ghost in the Shell
45 Dark Horse Revelations
46 Vengeance of Vampirella
47 StormWatch
48 Lady Rawhide
49 Evil Ernie: Straight to Hell
50 Ren & Stimpy
51 The Maxx
52 Spider-Man
53 Ash
55 Vengeance of Vampirella

## THE WIZARD'S TALE
IMAGE/HOMAGE (1996)

TPB KBu DWe fantasy quest ..... 19.95

## WOLFF AND BYRD COUNSELORS OF THE MAGANUS
EXHIBIT A PRESS (1994-CURRENT)

1 BLs ..... .7.00
2-4 BLs ..... .4.00
5-15 BLs ..... 2.50
SPECIAL GREATEST WRITS (1997) reps. 3.00
TPB rep. #s 1-4 ..... 8.95
TPB FRIGHT COURT (1995) reprints strips from "The National Law Journal" ... 9.95
TPB Vol.II (1996) rep. #5-8 ..... 9.95
TPB Vol.III (1997) rep. #9-12 ..... 10.95

## WOLVERINE
MARVEL

*see Incredible Hulk #181 for ❶:Wolverine*

MINI-SERIES (1982)

1 CO FMi Logan in Japan ..... 40.00
2 CO FMi ❶:Yukio ..... 25.00
3 CO FMi Mariko ..... 25.00
4 CO FMi O:Shingen ..... 27.00

REGULAR SERIES (1988-CURRENT)

-1 (5/97) "Flashback" tale of Weapon X and Nick Fury ..... 2.00
1 CO JBu ❶: Wolverine as Patch ..... 40.00
2 CO JBu p2,Shr Samurai ..... 20.00
3-5 CO JBu ..... 14.00
6-9 ..... 12.00
10 CO JBu first Wolverine vs Sabretooth story ..... 35.00
11-19 ..... 7.50
20-24 ..... 5.00
25-36 ..... 4.00
37 LHa MSi p3 ..... 3.00
38 LHa MSi ❶:Albert & Elsie Dee ..... 3.00
39-40 LHa MSi Storm ..... 3.00
41 LHa MSi Cable vs Sabretooth ..... 10.00
41A 2nd print, gold ..... 2.00
42 LHa MSi Cable,Forge ..... 6.00
42A 2nd print,gold cover ..... 2.00
43 LHa MSi Cable, Nick Fury ..... 4.00
44-49 LHa MSi ..... 3.00
50 LHa MSi O retold:Wolverine, X-Men, dbl-sz,die-cut cvr, D:The Professor ... 7.50
51-74 ..... 3.00
75 LHa AKu Fatal Att'ns,p5,Wolvie deals w/physical changes,dbl size,wrapar'd cvr w/hologram ..... 8.00
75A w/o hologram ..... 4.00
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45-47 .....45.00
48 ADr DHe O:Computo .....45.00
49 ADr DHe O: Lorna Dane; O:Mesmero .....45.00
50 ADr JSe O: Lorna Dane vs Polaris .....45.00
51 ADr JSe O:Erik The Red (Cyclops) .....40.00
52 ADr DHe Erik The Red .....30.00
53 ADr BSm Blastaar .....45.00
54 ADr BSm O&O:Alex Summers, O:Living Pharaoh .....50.00
55 RTh DHe O:A.Summers .....45.00
56 RTh NAd Living Pharaoh now called Living Monolith .....50.00
57 RTh NAd Sentinels, L:X-Men origins series .....45.00
58 NAd O:Alex Summers as Havok .....65.00
59 RTh NAd Sentinels .....45.00
60 RTh NAd O:Sauron .....45.00
61-63 RTh NAd .....45.00
64 RTh DHe O:Sunfire .....50.00
65 DOn NAd B:Prof. X .....45.00
66 RTh SBu last new story; X-Men vs Hulk .....55.00
67-93 reprints X-Men #12-45 .....22.00
94 CCl DCo New X-Men series begins .....400.00
95 CCl DCo D:Thunderbird .....75.00
96 CCl DCo O:Moira MacTaggert .....55.00
97 CCl DCo O:Lilandra; O:Eric the Red (Shi'ar agent); Havok .....40.00
98 CCl DCo Sentinels .....45.00
99 CCl DCo O: Black Tom Cassidy .....50.00
100 CCl DCo Sentinels .....55.00
101 CCl DCo O:Phoenix .....60.00
102 CCl DCo O:Storm .....25.00
103 CCl DCo first time Wolvie is called "Logan" .....35.00
104 CCl DCo O:Corsair .....25.00
105-106 CCl DCo .....25.00
107 CCl DCo O:Gladiator, O:Starjammers .....35.00
108 CCl JBy 1st J. Byrne issue .....75.00
109 CCl JBy O:Weapon Alpha .....40.00
110-116 .....25.00
117 CCl JBy Origin retold:Prof. X, O:Amahl Farouk .....30.00
118-119 CCl JBy Sunfire,M.Magnum .....25.00
120 CCl JBy C: Alpha Flight .....35.00
121 CCl JBy O:Alpha Flight (full) .....40.00
122 CCl JBy O: Colossus, O:Hellfire Club .....20.00
123-124 CCl JBy .....20.00
125 CCl JBy O:Mutant X .....20.00
126-128 CCl JBy .....20.00
129 CCl JBy O:Kitty Pryde; O:Sebastian Shaw & White Queen .....25.00
130 CCl JBy O:Dazzler .....20.00
131-133 CCl JBy .....20.00
134 CCl JBy O:Dark Phoenix .....20.00
135-136 CCl JBy Dark Phoenix .....20.00
137 CCl JBy D:D. Phoenix,dbl sz .....25.00
138 CCl JBy Q:Cyclops .....20.00
139 CCl JBy Wendigo,Wolverine's new costume; O:Heather Hudson .....30.00
140 CCl JBy Wendigo, Alpha Flight disbands .....25.00
141 CCl JBy Future Past p1, O:Rachel Summers (Phoenix II); O:Pyra; O:Avalanche, O:Destiny .....26.00

*officially becomes Uncanny X-Men*

142 CCl JBy p2 .....22.00
143 CCl JBy N'Garai .....9.00
144-147 .....7.00
148 CCl DCo Spider-Woman, O:Caliban,Magneto .....8.00
149 CCl DCo Magneto .....7.50
150 CCl DCo Magneto,double-sz .....9.00
151-156 CCl DCo .....5.50
157 CCl DCo Kitty briefly turns herself into Darth Vader via Shi'Ar technology .....5.50
158 CCl DCo Rogue,Mystique .....7.00
159 CCl BSi Dracula .....5.50
160 CCl BAn O:Adult Illyana (Magik) .....5.50
161 CCl DCo Deathbird, Brood .....5.50
162 CCl DCo Wolverine solo story .....10.00
163 CCl DCo Brood .....5.50
164 CCl DCo O:Binary .....7.00
165 CCl PSm Acanti/Storm .....6.00
166 CCl PSm O:Lockheed, dbl-size,Brood,D.Acanti .....6.00
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168 CCl PSm O:Madelyne Pryor (as adult) .....6.00
169 CCl PSm O:Morlocks; O:Callisto; Angel .....6.00
170 CCl PSm Storm becomes leader of the Morlocks .....5.00

KEY: price went up | price went down | this one's new | book is hot

# the Wizard COMIC Price Guide

171 CCl WSi J: Rogue ....9.00
172 CCl PSm Wolverine & Mariko engaged ....6.00
173-174 CCl PSm ....5.00
175 CCl PSm dbl-size, Mstrmnd, Scott & Madelyne wed ....7.00
176-179 CCl JRi ....5.00
180 CCl JRi Secret Wars, ❶:Cypher ....5.00
181-183 CCl JRi ....5.00
184 CCl JRi ❶:Forge ....7.00
185 CCl JRi Rogue vs S.H.I.E.L.D. ....5.00
186 CCl BSm double-size; Dire Wraiths ....6.00
187-190 CCl JRi ....5.00
191 CCl JRi ❶:Nimrod ....5.00
192 CCl JRi vs Maqua ....5.00
193 CCl JRi ❶:Firestar; Hellions ....8.00
194-198 CCl JRi ....5.00
199 CCl JRi Rachel Summers becomes Phoenix II ....5.00
200 CCl JRi double-size ....9.00
201 CCl RLe ❶:Cable (as baby) ....10.00
202-204 CCl JRi ....6.00
205 CCl BSm O:Lady Deathstrike ....15.00
206-209 CCl JRi ....6.00
210 CCl JRi Mutant Massacre ....15.00
211 CCl JRi ❶:Marauders ....15.00
212-213 Sabretooth ....20.00
214 CCl J: Psylocke ....5.00
215 CCl ADa Longshot, Dazzler, ❶:Crimson Commando, ❶:Stonewall, ❶:Silver Sabre ....5.00
216-220 ....5.00
221 CCl MSi ❶:Mr.Sinister ....15.00
222 CCl MSi Wolverine vs Sabretooth ....15.00
223-224 ....5.00
225-227 ....7.00
228 CCl RLe O:Z. Chase ....5.00
229 CCl MSi ❶:Reavers, ❶:Gateway ....5.00
230-239 CCl ....5.00
240-241 CCl Inferno ....5.00
242 CCl MSi ❶:Goblin Queen ....5.00
243 CCl MSi Inferno ....5.00
244 CCl MSi ❶:Jubilee, ❶:M-Squad ....20.00
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248 CCl JLe 1st Jim Lee X-Men ....25.00
248A 2nd print ....1.25
249 CCl MSi ❶:Zaladane ....5.00
250-254 ....5.00
255 D: Destiny; D: Stonewall ....5.00
256 CCl JLe new Psylocke ....14.00
257 CCl JLe Acts of Vengeance ....12.00
258 CCl JLe Acts of Vengeance ....13.00
259 CCl MSi ....6.00
260 CCl MSi Dazzler vs. Eric Beale ....5.00
261-265 ....5.00
266 CCl MCo ❶:Gambit (full) ....36.00
267 CCl JLe/WPo 2nd Gambit ....15.00
268 CCl JLe Jim Lee now regular artist ....20.00
269 CCl JLe ....8.00
270 CCl JLe X-Tinction Agenda, p1 ....10.50
270A 2nd Print, Gold version ....3.00
271 CCl JLe X-Tinction Agenda, p4 ....8.00
272 CCl JLe X-Tinction Agenda, p7 ....8.00
273 CCl JLe, JBy, WPo, MSi New Mutants, X-Factor ....7.00
274 CCl JLe ....6.50
275 CCl JLe dbl-size, gatefold ....8.50
275A 2nd Pr, Gold ....1.50
276-277 CCl JLe ....6.00
278 CCl PSm R:Colossus ....3.50
279 CCl AKu p2, Legion app. ....4.50
280 CCl AKu p4, Legion app. ....3.50
281 JBy WPo new team, ❶:Trevor Fitzroy; D.Reavers; "death" of White Queen; Sentinels (White Logo) ....10.00
281A 2nd print (Red Logo) ....1.00
282 JBy WPo C: Bishop, Fitzroy, future mutants, C: Malcolm & Randall ....14.00
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283 JBy WPo ❶: Bishop (full); ❶:Malcolm & Randall (full), Selene, Gamesmaster ....12.00
284 JBy WPo Bishop ....4.00
285-286 JBy WPo ....3.00
287 SLo JRi O&J:Bishop, D:Malcolm & Randall ....4.00
288-290 ....3.00
291-293 SLo TRa Morlocks ....2.25
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297-299 SLo BPe ....2.00
300 SLo JRi Holo-grafx foil cvr ....5.00
301 SLo JRi Mystique, Forge ....3.00
302-303 ....2.00
304 SLo JRi 30th Anniv issue ....6.00
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310 SLo JRi w/card sheet ....5.00
311 ....2.00
312-313 JMd ....2.50
314 ....2.00
315 RGr ....2.50
316 SLo JMd Generation Next, p1 ....4.50
316A SLo JMd regular cover ....1.50
317 SLo JMd Phalanx; lead in to Gen. X, w/prismatic foil-stamped cvr ....4.50
317A regular cover edition ....1.50
318 SLo JMd Jubilee leaves to join Generation X; dlx ed., glossy stock ....2.25
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320 SLo RGr Legion escapes; deluxe ed. ....4.00
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321 deluxe ed, glossy stock; X-Men travel back in time to stop Legion; w/card ....2.25
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327 SLo JMd ❶: Magneto as Joseph ....2.00
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333 SLo JMd Operation: Zero Tolerance; A.Onslaught ....3.00
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7 CCl MGo ....10.00
8 CCl SLa New Mutants ....10.00
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10 CCl AAd J.Longshot, ❶:X-Babies ....12.00
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12 CCl AAd Evol. War ....5.00
13 TAu MVo Atl. Attacks ....5.50
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15 ....4.00
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## X-MEN

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6 SLo JLe ....6.00
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25A Gold version ....40.00
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30 FNi AKb M.Scott & Jean, several guest stars, w/card sheet ....5.50
31 FNi AKb solo Psylocke story ....2.00
32-35 FNi AKb ....1.75
36 FNi AKb Generation Next, p2; lead-in to Generation X; foil-stam'd cvr ....4.00
36A FNi AKb regular cover ....1.50
37 FNi AKb Generation Next, conclusion; prismatic foil-stamped cvr ....4.00
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38 FNi AKb Psylocke seeks to regain her powers; deluxe ed. w/glossy stock ....2.25
38A reg edition ....1.50
39 FNi TDo X-Treme; deluxe edition on glossy stock ....2.25
39A reg edition ....1.50
40 FNi AKb X-Men need Cable's help; deluxe ed. glossy stock ....3.00
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3 FNi GHa Shinobi Shaw wants Storm to be new White Queen ....3.25

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**MARVEL/DC COMICS**
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**X-PATROL**
AMALGAM (MARVEL/DC) (1996)
1 KKe/BKe RCr/JHo team tackles Dr. Doomsday ..... 2.50

**XAR**
MARVEL (1996)
1 mini-series about Bishop and Shard ... 2.50
1A alternate ..... 6.00
2-4 ..... 2.00

**X-UNIVERSE**
MARVEL (1995)
1 2-part mini-series about non-mutant heroes during "Age of Apocalypse" storyline; foil-stamped cvr ..... 4.50
2 mini-series c'cludes;foil-stmp'd cvr ... 3.50

**YOUNG HEROES IN LOVE**
DC COMICS (1997-CURRENT)
1 2 super-teen "soap opera" ..... 1.75
3 ..... 1.75

**YOUNGBLOOD**
IMAGE EXTREME (1992-1994)
0 (10/92) w/IMAGE #0 coupon ..... 3.00
0A (10/92) coupon cut out ..... 1.00
0B Gold version ..... 10.00
1 ❶&0:Youngblood (❶:Chapel, ❶:Badrock, ❶: Shaft, ❶: Die Hard, ❶: Vogue, ❶: Link, ❶: Sentinel, ❶: Riptide), with cards; Liefeld art ... 5.00
1A 2nd print,gold border; w/o cards ... 2.00
2 ❶: Shadowhawk (in preview), ❶: Prophet; ❶:Berzerkers (❶:Hatchet, ❶:Greylore,❶: Cross, ❶: Wildmane, ❶: Psi Storm) ..... 5.00
3 ❶: Supreme ..... 3.00
4 ❶: Pitt ..... 4.00
5-7 ..... 2.00
8 Spawn ..... 2.00
9 A: Spawn ..... 2.00
9A variant Liefeld cover ..... 6.00
10 Spawn ..... 2.00
ASHCAN 1 (signed,limited to 500) ... 10.00
ASHCAN 1A (signed,limited to 1,000) ... 5.00
TPB 1 reps. #1-5, & new stuff ..... 16.95
TPB 2 reps. #6-10, plus TEAM YOUNGBLOOD #9-11 ..... 16.95
2ND SERIES (1995-CURRENT)
1-10 ..... 2.50
**ONE-SHOTS**
EXTREMELY YOUNGBLOOD (1996) ... 3.50
IMAGE EXTREME MARVEL
YOUNGBLOOD/X-FORCE (1996) Mojo in the Image Universe ..... 5.00
YOUNGBLOOD/X-FORCE–A (1996) Liefeld variant cover ..... 5.00
MAXIMUM PRESS/EXTREME
11 ..... 2.50
12 double-sized anniversary issue ..... 3.50
13-15 ..... 2.50
SUPER SPECIAL 1 ..... 3.00

**YOUNGBLOOD CLASSIC**
MAXIMUM PRESS/EXTREME (1996-CURRENT)
1 re-presenting YOUNGBLOOD #1, re-written, re-colored, w/extra pages of new art . 2.25
2-3 ..... 2.25

**YOUNGBLOOD: STRIKEFILE**
IMAGE EXTREME (1993-1995)
1 ❶: Glory, ❶: Knightstrike ..... 3.00
1A Gold version ..... 6.00
2-11 ..... 2.50
MAXIMUM PRESS/EXTREME (1996)
TPB reprints #1-3,plus sketchbook ... 12.95

**YOUNG FOE**
VORTEX COMICS (1986-1991)
1 ❶ & B: Ed the Happy Clown ..... 25.00
2-14 ..... 10.00
15 ..... 3.00
16-24 ..... 5.00

DRAWN & QUARTERLY (1991-1995)
25 I Never Liked You ..... 5.00
26-32 ..... 3.00

**YOU, DEATHSTALKER & KIDS**
ARCHIE
1-4 ..... 1.25
ENTITY COMICS/EXPRESS (1994-1995)
1 TIh vs Lord Contaminous, die-cut chromium cover ..... 4.00
1A newsstand edition ..... 2.25
2 bagged w/chrom'm card ..... 3.50
2A standard edition ..... 2.50
3-5 ..... 2.50
6-7 ..... 3.00
YEARBOOK 1 Hazardous Duty ..... 3.00
2ND SERIES (1995-CURRENT)
1 Earth gone mad ..... 2.50
2 bg'd w/limited ed. numb'd phone cd. . 5.00
2A reg. ed., no bag or card ..... 2.50
3-5 ..... 2.50
**TRADE PAPERBACKS**
THE ALTERNITY SAGA (1994) gold foil-stamped cover ..... 6.95
A FIRE UPON THE EARTH (1994) reps story arc; foil-stmp'd cvr ..... 12.95
SUMMER SPECIAL #1: VIDEO VOYAGER (1995) collects first four illustrated novellas; foil-enhanced cvr ..... 7.95

**ZERO HOUR: CRISIS IN TIME**
DC COMICS (1994)
4 (4-part mini-series numbered 4 to 0) JOr DJu part 1, Flash "dies" ..... 3.00
3 JOr DJu part 2, ; D: Hourman; D: Dr. Mid-Nite; D: Golden Age Atom 3.00
2 JOr DJu p3 ..... 3.00
1 JOr DJu p4, 30th & 25th centuries are consumed ..... 3.00
0 JOr DJu p5,ZERO HOUR concludes with the birth of a new universe; w/timeline and card ..... 3.50
TPB reps #4-0, plus tie-ins from Showcase '94 #8-9 ..... 9.95
*WIZARD* Mini-Comic ..... 1.00

**ZORRO**
TOPPS (1993-CURRENT)
0 (9/93) C: Lady Rawhide as pin-up ... 4.50
1 DMg MMa new era in Zorro saga, FMi cover ..... 2.50
2 DMg MMa JAl cvr,attacks army compound,learns two secrets ..... 4.00
3 DMg MMa ❶: Lady Rawhide ..... 16.00
3A (*WIZARD* ACE EDITION) reprints #3 with new acetate cover art ..... 15.00
4 DMg MMa ❶: Moonstalker ..... 2.50
5 DMg MMa vs Moonstalker ..... 2.50
6 DMg VRu R:Lady Rawhide ..... 6.00
7 DMg MMa Lady Rawhide ..... 5.00
8 DMg MMa ..... 3.00
9 Lady Rawhide ..... 3.00
10 Lady Rawhide ..... 3.50
11 p3, Lady R'hide; Linsner cover ..... 8.50

**ZOT!**
ECLIPSE (1984-1991)
1 Matt Feazell art on all ..... 8.00
2-10 ..... 3.00
10 ½ ..... 5.00
11-14 ..... 3.00
14 ½ ..... 5.00
15-36 ..... 3.00
KITCHEN SINK (1997)
HC collects #1-10 ..... 45.00
HC–A signed and numbered ..... 55.00

a b c d e f g h i j k l m n o p q r s t u v w x y z

# Shows & Conventions

**These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!**

## ARKANSAS

### SEPTEMBER 14, WEST MEMPHIS

COM-X-CON, Holiday Inn, I55 & Ingram Blvd. 6' x 30" tables, 1 table @ $50, 2 @ $85, 3 @ $115 & $35 for each additional, $2 admission, 10am-5pm, setup 8am-10am. 1,000's of Comics, Action Figures, Non-Sports Cards, Starting Lineups, Hot Wheels and more. SEND CHECK OR MONEY ORDER (DO NOT SEND CASH) to: Cecil Johnson, Comic World Promotion, 11361 Samples Rd., Alexander, AR 72002 @ 501-794-2342. Come by and see us for a great time!!!

## CALIFORNIA

### AUGUST 10, SAN JOSE

SAN JOSE SPORTS CARD & COMIC BOOK SHOW, Wyndham Hotel (formerly Lebaron Hotel), 1350 North First Street. 35 tables @ $50 each, $2 admission, 10am-4pm. For more information please contact: Al or Damon Jang @ 415-386-9036

### AUGUST 23, SAN FRANCISCO

SAN FRANCISCO SPORTS CARD & COMIC BOOK SHOW, Cathedral Hill Hotel, 1101 Van Ness Avenue @ Geary Blvd. 50 tables @ $50 each, $2 admission, 10am-4pm. For more information please contact: Al or Damon Jang @ 415-386-9036.

### AUGUST 24, ORANGE COUNTY

GREATER L.A./ORANGE COUNTY TOY & COMIC-CON '97. Sequoia Conference Center, 7530 Orangethorpe Av., Buena Park (91 Freeway at Beach Blvd. exit). 80 exhibits & exhibit space $65 each, 2 for $100, $4 admission or $3 with this ad (LIMIT 2 PEOPLE), FREE parking, 10am-4pm. Freebies to first 100 people! Star Wars, Star Trek, Babylon 5, Sci-Fi and Movie Memorabilia, Videos, Action Figures, Non-Sports cards, Anime, Silver/Golden Age comics. 1pm auction. WildStorm Studio/Image guest artists and celebrities scheduled. Accepting credit cards, rapid fax checks to reserve space. For more information call 619-295-5448 or Administration 619-224-0026

## CANADA

### AUGUST 23-24, TORONTO

3RD ANNUAL "CANADIAN NATIONAL COMIC BOOK EXPOSITION '97." Canada's largest comic book event, Metro Toronto Convention Centre (next to Skydome). 150 tables, $9 admission per day or $15 for two day pass, Sat. 10am-5pm, Sun. 11am-5pm. Show features include: Spawn mobile, corporate area (new), workshops, Japanese animation, an artist alley, animation demonstrations, charity art auction and the popular "Industry Night" (Retailers only Sat. 7pm, Hot House Cafe) guests include: Marc Silvestri, Carlos Pacheco (direct from Spain), Dale Keown, Dwayne Turner, David Wohl, Batt, David Finch, Mike Okamoto, Buzz, Louis Small Jr., Stuart Immonen, Leonard Kirk, Ken Lashley, Richard Pace, Tom Webrzyn, Ty Templeton, Patrick Lee, Dave Ross, Jason Armstrong, Terry Pallot, Ron Boyd, Ken Penders, Kent Burles, Gabrielle Morrissette, Rob Walton, Top Cow Productions, Chaos Comics, Todd McFarlane Productions, Full Bleed Studios, plus many more. For information, write Canadian Comic Expo, 4 Varsity Rd, Toronto, Ontario, M6S4N4, Canada or call Hobby Star Marketing @ 416-761-1760.

## CONNECTICUT

### AUGUST 24, EAST HARTFORD

CONNECTICUT COMIC BOOK CONVENTION (CONNECTICON), East Hartford Elks Hall, 148 Roberts St., exit 58 from I-84. 35 8ft. dealer tables @ $40 each, 99 cents admission, 11AM-5PM. NE's longest running all comics show with over 20 years in this location and we're monthly in 1997. Featuring Golden age, Silver age & Modern comics, also non-sports cards, Star Wars items, toys, magazines, pulps and other comics collectibles. Guest artists at most shows. For more information & table reservations contact: Hal Kinney (The Bookie), 206 Burnside Avenue, East Hartford, Connecticut 06108, 860-289-1208 (AFTERNOONS ONLY-EST).

## FLORIDA

### AUGUST 16-17, WEST PALM BEACH

CARD COLLECTORS & COMIC BOOK SHOW, Factory Stores at Palm Beach, 5700 Okeechobee Blvd. (1/4 mile East of the turnpike, exit 99, 3 miles West of I-95, exit 52B). 45 8ft. tables @ $55 each, FREE admission, Sat. 10am-7pm, Sun. 12pm-5pm. Dealers will be selling comics, toys, non-sports cards, Starting Lineups, etc. For information or dealer tables contact: Ethie Simmons @ 561-622-6479 or fax 561-627-7510.

## GEORGIA

### AUGUST 24, MARIETTA

KEBco INC, COMIC & TOY EMPORIUM'S COMIC BOOK SHOW, I-75 North of Atlanta, exit 111 at Delk Rd. 50 tables @ $60 each, $3 admission ($1 off with Wizard ad), 10am-5pm. Giveaways will be held throughout the day. Dealers will have for sale comics from Golden Age to Silver Age and current. Also comic related toys will be available. Guests to be announced. For more information contact: Ken Barnette @ 770-471-6970 UNTIL 10PM EDT ONLY or by Internet KEBco_Inc@msn.com!

## ILLINOIS

### AUGUST 3 & SEPTEMBER 7, OAK LAWN

COMICS AND MORE SHOW, Fatima K of C, 5830 W. 95th St. 8ft. tables @ $25 each, $1 admission, 9am-3pm, setup: 8-9am, Free Parking. We'll feature toys, comics, sports and non-sport cards, action figures, Hot Wheels, Beanie Babies, die-cast and GAMES STUFF! Contact: John Leary @ 708-423-1758

### AUGUST 9-10, ROSEMONT

STAR WARS CONVENTION, Rosemont Horizon (Skyline Room), 6920 North Mannheim Rd between Touhy Ave. Higgins Rd. 100 8ft tables @ $100 each or 2 @ $150, $4 admission, children under 13 FREE, Sat. 11am-5pm, Sun. 9am-4pm. We'll feature Action Figures, comic books, CCG, ESB, ROTJ, vehicles, playsets, weapons and much more. Other items expected at the show: comic books, Star Trek, Japanimation, Godzilla, G.I. Joe, Starting Lineups, Hot Wheels, non-sport cards, Spawn and Beanie Babies. For more information contact: Keith Boyer @ WP Promotions 847-776-0216.

### AUGUST 17, PALATINE

COMIC BOOK & ACTION FIGURE SHOW, Ramada Hotel, Northwest Hwy & Route 53. 55 tables @ $40 each or 2 @ $65, $2 admission, children under 13 FREE, 9:30am-3pm. We'll feature comics, action figures, Starting Lineups, CCG, Star Wars, Star Trek, Spawn, G.I. Joe, Matchbox, Hot Wheels, non-sport cards, Beanie Babies, hard to find items and much, much more. Need directions? Call 847-359-6900. For other information contact: Keith Boyer @ WP Promotions 847-776-0216.

### AUGUST 17, PEORIA

PEORIA COMIC BOOK CONVENTION, Signature Inn, 4112 Brandywine Drive, just off I-74 exit 89. Dealer tables @ $30 each, FREE admission, 10am-4pm. Illinois' best dealers specializing in comics, non-sports cards and related collectibles will be on hand. The first 50 people who mention they saw this Wizard announcement will get a FREE copy of Superman #75 (the one where he dies) first print with a $10 purchase from any dealer at the convention! For further information or to reserve a table contact: Kevin @ 217-435-9625.

### AUGUST 24 & SEPTEMBER 21, ORLAND PARK

COMICS AND MORE SHOW, Civic Center, one block west of LaGrange Rd. at 147th Street. 6ft. tables @ $30 each or 2 @ $55, $1 admission, 9am-3pm, setup: 7:30-9am. We'll feature comics, toys, non-sport and sport cards, Hot Wheels, Beanie Babies, action figures, memorabilia, die-cast, games cards, sanctioned Star Wars tournament. Contact: John Leary @ 708-423-1758

## INDIANA

### AUGUST 10, INDIANAPOLIS

ASH COMICS, TOY & ANIME SHOW, Holiday Inn East, 6990 E. 21st. (I-70 or I-465, Shadeland Ave exit). Tables available @ $75 each, $4 admission, 10:30am-4:30pm. 85 tables of videos, toys, Magic cards, Star Wars and 1000's of Gold, Silver and new comics. Our 10th year. We average 650 fans per show to Indianapolis' best show, Next show September 28th, free comics, door prizes. Special guests: Gary Wolf (writer, creator of Roger Rabbit), Andy Kuhn (Marvel artist), Illusions Studios, Dangerous Ink, Hypergraphics and more. For more information contact: Andy Holzman @ 317-334-0173 or 317-824-9602, 1947 Bechtel Road, Indianapolis, IN 46260.

## LOUISIANA

### AUGUST 30, METAIRIE

COM-X-CON, Holiday Inn, 3400 I-10 Service Rd. 10. 6' x 30" tables, 1 table @ $50, 2 @ $85, 3 @ $115 & $35 for each additional, $2 admission, 10am-5pm, setup 8am-10am. 1,000's of Comics, Action Figures, Non-Sports Cards, Starting Lineups, Hot Wheels and more. SEND CHECK OR MONEY ORDER (DO NOT SEND CASH) to: Cecil Johnson, Comic World Promotion, 11361 Samples Rd., Alexander, AR 72002 @ 501-794-2342. Come by and see us for a great time!!!

## MARYLAND

### AUGUST 17 & OCTOBER 12, SILVER SPRING (Washington D.C. area)

JUBILEE'S COMIC BOOK AND NON-SPORTS CARD SHOW, Armory Place, 925 Wayne Avenue. 1 table @ $65 each, 2 tables @ $60 each or 3 or more tables @ $55 each. $3.50 admission, MENTION THIS WIZARD AD and RECEIVE 50 CENTS OFF THE REGULAR PRICE, 10am-4pm. Dealers will be selling 1000's of comics, toys, non-sports cards and comic book related items. Activities: 1st 25 people in line will be admitted for $2. BRING IN YOUR ARTWORK: (art contest), (age categories), color artwork for all ages. 15 and over black and white artwork and 14 and under black and white artwork. Great door prizes given away throughout the day. For information or dealer tables contact: Gayle R. Huey @ 301-292-4587 or Fax 301-203-0159 (ASK FOR OUR FREE CONVENTION CALENDAR).

### AUGUST 31 & OCTOBER 26, GLEN BURNIE

JUBILEE'S COMIC BOOK AND NON-SPORTS CARD SHOW, Holiday Inn (North) 6323 Ritchie Hwy, 695 exit 3A. 1 table @ $60 each, 2 or more tables @ $50 each, $3.50 admission, MENTION THIS WIZARD AD and RECEIVE .50 CENTS OFF THE REGULAR PRICE, 10am-4pm. Dealers will be selling 1000's of comics, toys, non-sports cards and comic book related items. Activities: 1st 25 people in line will be admitted for $2. ART CONTEST (bring your artwork to the show), (age categories), color artwork for all ages. 15 and over black and white artwork and 14 and under black and white artwork. Great door prizes given away throughout the day. For information or dealer tables contact: Gayle R. Huey @ 301-292-4587 or Fax 301-203-0159 (ASK FOR OUR FREE CONVENTION CALENDAR).

### SEPTEMBER 14, TIMONIUM

COMIC BOOKS, NON-SPORTS CARDS, ACTION FIGURES AND JAPANESE ANIMATION SHOW presented by Clandestine Comics. Holiday Inn, 2004 Greenspring Dr. (exit 16A off I83). 25 tables @ $50 each, $2 admission, children under 7 are FREE, 11am-4pm. Door prize drawings throughout the day. For dealer information contact: Fred Edeson @ 410-730-8093.

### SEPTEMBER 21, ANNAPOLIS

COMIC BOOKS, NON-SPORTS CARDS, ACTION FIGURES AND JAPANESE ANIMATION SHOW presented by Clandestine Comics. Holiday Inn-Conference Center, 210 Holiday Ct. (U.S. Rt. 50 & 301 at Annapolis/Crownsville exit. Entrance off Riva Rd). 25 tables @ $50 each, $2 admission, children under 7 are FREE, 11am-4pm. Door prize drawings throughout the day. For dealer information contact: Fred Edeson @ 410-730-8093.

## MASSACHUSETTS

### AUGUST 10, BOSTON

THE BOSTON COMIC BOOK SPECTACULAR 5, Radisson Hotel, 200 Stuart Street (formerly Howard Johnson's, 57 Park Plaza Hotel). 85 tables, limited dealer space available, $4 admission, $1 off admission with this ad, children under 6 FREE, fans in FULL COSTUME FREE, 10am-4pm. Early preview 9am, $10. New England's largest comic book show plus non-sports cards, video and toys. Primate Promotions has brought the FUN back to THE BOSTON COMIC CONVENTION! Accept no substitutes. Special event: DC Comics, Green Lantern creative team Terry Austin, Darryl Banks, Ron Marz, Paul Pelletier. Special guests: Dick Ayers (Golden & Silver Age artist), with Rich Ayers, Joe Monks and John Orlando (tentative) (Cry for Dawn Productions), Norman Lee (Marvel artist). Many of New England's top dealers including Jim Payette, Superworld, Web-Head Enterprises, Larry's Comics, Comically Speaking, Chris' Comics, Conrad Eschenberg, Gary Dolgoff, Stand Up Comics, Steve O'Day (Tuxedo Man), Card and Comic Co., TJ Collectibles, Monkey House Comics, Ron Johnsen. $100 in "Show Money" and a Wizard 1/2 special raffled HOURLY! For more information contact: Primate Promotions Hotline @ 508-388-6576.

## MICHIGAN

### AUGUST 17, LIVONIA

X-TRAVA-CON COMIC BOOK, NON SPORTS CARD, TOYS AND ANIME SHOW, Knights of Columbus Hall, 19801 Farmington Rd. between 7 & 8 Mile Rd. 55 tables @ $35 each in advance, $40 at the show, $2 admission, children under 6 FREE, 10am-4pm. We feature comics, toys, non-sports cards, action figures, card games, anime and other memorabilia. Four door prize drawings every show. We also feature an Anime Festival brought to you by the Anime Club of Michigan. For more information contact: MOTOR CITY CONVENTIONS @ 248-426-8059.

## MINNESOTA

### SEPTEMBER 27-28, BLOOMINGTON

MINNESOTA COMIC BOOK ASSOCIATION FALL-CON, Thunderbird Hotel, 2201 E. 78th St.(next to Mall of America). $7 admission, 10am-5pm. 2 giant rooms of fun, FREE Entertainment and 50+ national and new dealers selling, buying, trading Gold, Silver and current comics, original comic art, Action Figures, collectible toys, non-sports cards, Star Wars, Manga, Star Trek, Magic, CBLDF Auction, Lounge & Gaming areas, Free creator signatures, door prizes and Free MCBA gigantic grab bags to the First 500 Attendees! Guests: Mark Waid, Stuart Immonen, Dan Jurgens, Gene Colan, Adam Hughes, Gene Ha & many more TBA! Don't miss it! For information, directions or to get on our mailing list call The MCBA 24 hour hotline @ 612-788-8191

## MISSISSIPPI

### AUGUST 31, JACKSON

COM-X-CON, Ramada Inn, 400 Graymount Ave. 6' x 30" tables, 1 table @ $50, 2 @ $85, 3 @ $115 & $35 for each additional, $2 admission, 10am-5pm, setup 8am-10am. 1,000's of Comics, Action Figures, Non-Sports Cards, Starting Lineups, Hot Wheels and more. SEND CHECK OR MONEY ORDER (DO NOT SEND CASH) to: Cecil Johnson, Comic World Promotion, 11361 Samples Rd., Alexander, AR 72002 @ 501-794-2342. Come by and see us for a great time!

## MISSOURI

### AUGUST 22-24, ST. LOUIS

MORE FUN '97. Regal Riverfront Hotel, 200 S. 4th Street downtown (under the Gateway Arch). $5 admission Sat. or Sun., Fri. preview and weekend $20, Fri. preview 5pm-8pm, Sat. 10am-6pm, Sun. 10am-4pm. The biggest and best is back! More Fun '97 presents the most exciting Comic Con to date. Artists? among many, will be Dick (Batman) Sprang and Alex (Kingdom Come, Marvels) Ross. There'll be nationally known dealers to those selling their private collections. We've got panels, group discussions, a huge auction featuring original art, collectibles and comics. For more information contact: Jerry @ 314-647-1050, More Fun Conventions, P.O. Box 28726, St. Louis, Missouri 63146.

### SEPTEMBER 13, ST. LOUIS

COM-X-CON, Holiday Inn, 7730 Bonhomme Ave. 6' x 30" tables, 1 table @ $50, 2 @ $85, 3 @ $115 & $35 for each additional, $2 admission, 10am-5pm, setup 8am-10am. 1,000's of Comics, Action Figures, Non-Sports Cards, Starting Lineups, Hot Wheels and more. SEND CHECK OR MONEY ORDER (DO NOT SEND CASH) to: Cecil Johnson, Comic World Promotion, 11361 Samples Rd., Alexander, AR 72002 @ 501-794-2342. Come by and see us for a great time!

## NEW JERSEY

### AUGUST 22-24, WILDWOOD

WILDWOOD COMIC BOOK, TOY & SPORTS CARD EXPO. Wildwood Convention Center, on the boardwalk at Burk Ave. Fri. 5pm-10pm, Sat. 12pm-9pm & Sun. 10am-4pm. Come to the best FREE admission show in the country, with loads of comic books, toys (including action figures) and sports collectibles. Meet former X-Men writer and current Acclaim Publisher Fabian Nicieza. Fabian will be bringing at least six artists and writers from Acclaim to the show along with lots of giveaways. Other guests to be announced. Enjoy a fun show and Wildwood's great roller coasters and amusements, plus nearby Atlantic City and Cape May. For more information call 609-448-7585.

### AUGUST 23, CARTERET

WORLD OF CARDS AND COMIC CONVENTIONS, Saint Demetrius Community Center, 691 Roosevelt Ave. (get off at exit 12, bare left to light, make left, go to 3rd light, make another left onto Roosevelt Ave., St. Demetrius 3 blocks on right). 65 8ft. tables @ $45 each, 75 cents admission (WOW!), 10am-5pm. Featuring comics, sports and non-sport cards, supplies, toys, coins, food and more. Door prizes. So come and have fun. Contact: TJ @ 908-968-3886 (phone & fax). Payment address: P.O. Box 23, Dunellen, NJ 08812-0023 (next show here: December 13, 1997) Thank you all for keeping "our" Hobby strong! SEE YA, TJ!

### AUGUST 23, FREEHOLD

TOYS, COMICS & SCI-FI COLLECTIBLES & MEMORABILIA SHOW, Freehold Armory National Guard Center, 635 Hwy 33 (take parkway exit 100B to Rt. 33W, stay on Rt. 33W for approx. 8 miles, Armory is on your right). Tables $20 each, after August 1st $25 each, $1 admission, children under 10 FREE! Comics, toys, trains, baseball cards, posters, dolls, GI Joe, Star Wars, Star Trek, Shi, Vampirella, DC, Marvel etc. For more information, or to receive a dealer's packet contact: Ray @ 908-288-9672.

### AUGUST 24, WAYNE

WAYNE COMIC BOOK EXPO, Wayne Holiday Inn, Rt. 46 Service Rd, Rt. 23 South to Rt. 46 Service Rd. 30 8ft. dealer tables @ $60 each, $2 admission, children under 6 & second parent FREE (free comic book with paid admission), 10am-4pm. Comics from Golden Age to present in all price ranges, usually some action figures and non-sports cards too! Hourly door prizes, two no minimum bid auctions. Friendly, Reputable Dealers. NY quality merchandise with suburban attitudes and prices! For example: X-Men #1 (good condition) sold at last show for $175! Contact: John Paul of Pug Productions @ 201-783-0608.

## NEW YORK

### AUGUST 23-24, MEDFORD

COMIC BOOK, BASE CARD, NON SPORT CARD & COLLECTIBLE SHOW, Inn at Medford, exit 64 L.I. Expressway, 2695 Route 112 Medford. Tables start at $45 each, all tables paid by Aug. 15th are entered in drawing for one FREE table each day. FREE admission. Toys, Star Wars, Spawn, GI Joe, Transformers, Batman, Marvel, DC figures & vinyl models. There will also be a CCG sanctioned Swiss Style Star Wars Tournament; 1st prize Darth Vader or one box Premier Starters, 2nd prize four packs premiere boosters, 3rd prize three packs Hoth or New Hope, 4th prize T-shirts. $5 to enter tournament. FREE $2 coupon to 1st 25 people on Saturday. Free $2 coupons to first 30 people on Sunday. Art contest all day Saturday---win cash prizes. For more information contact: Jason @ 516-399-6931

### AUGUST 24, NEW YORK

COMIC BOOK SHOW, New Yorker Hotel, Crystal Ballroom, 34th St. & 7th Ave., (2 blocks from Penn Station and Madison Square Garden in Midtown Manhattan) 50 tables, $4 admission, 10am-5pm. The longest running comic book show in New York (14 YEARS). Featuring the area's best vendors of Modern, Silver and Golden-Age comics, toys, non-sport cards, etc. This month's exhibitor guest-of-honor: Paul Rossi IN PERSON! Phillip Lee, Publisher of Ghetto Blasters from Whiplash Comix, Al Diaz, Publisher of Oak from Fat Cat Comics (FREE GIVEAWAYS) and Hugo Bravo, contributing artist to the Shi trading card set and artist of the upcoming title, How To Draw Sexy Women. Next show: Sunday September 28. Contact: Fred Greenberg Conventions @ 908-788-6845.

### SEPTEMBER 19-20, NEW YORK

THE BIG APPLE COMIC BOOK AND TOY CONVENTION, St. Paul's Church Auditorium, 9th Ave. between 59th & 60th Street. $5 admission each day, Friday 12pm-8pm, Saturday 10am-6pm. Top dealers buying & selling Gold, Silver & Modern comic books, toys, videos & non-sports cards. The greatest comic book contest ever!!! Create a comic!!! We're gonna publish it!!! Over 50 artists & writers, tons of giveaways & raffles. Special guests to be announced. For fan/dealer info and to get on our mailing list, call or write to: Big Apple Conventions Inc. 67-53 Wood-

haven Blvd. suite 102, Rego Park, NY 11374, Hotline 718-275-1567. Check out our website: www.digdomdes.com/bigapple.

## OHIO

### AUGUST 17 & SEPTEMBER 14, CINCINNATI

JUBILEE'S COMIC BOOK AND NON-SPORTS CARD SHOW, Holiday Inn (North) 2235 N. Sharon Rd, I-75 exit 15. 1 table @ $60 each, 2 or more tables @ $50 each, $3.50 admission, MENTION THIS WIZARD AD and RECEIVE 50 CENTS OFF THE REGULAR PRICE, 10am-4pm. Dealers will be selling 1000's of comics, toys, non-sports cards and comic book related items. Activities: 1st 25 people in line when the show opens will be admitted for $2. ART CONTEST (bring your artwork to the show), (age categories), color artwork for all ages. 15 and over black and white artwork and 14 and under black and white artwork. Great door prizes given away throughout the day. For information or dealer tables contact: Gayle R. Huey @ 301-292-4587 or Fax 301-203-0159 (ASK FOR OUR FREE CONVENTION CALENDAR).

### SEPTEMBER 7 & NOVEMBER 2, COLUMBUS

JUBILEE'S COMIC BOOK AND NON-SPORTS CARD SHOW, Holiday Inn (East) I-70 & Hamilton Rd., exit 107. 1 table @ $60 each, 2 or more tables @ $50 each, $3.50 admission, MENTION THIS WIZARD AD and RECEIVE .50 CENTS OFF THE REGULAR PRICE, 10am-4pm. Dealers will be selling 1000's of comics, toys, non-sports cards and comic book related items. Activities: 1st 25 people in line when the show opens will be admitted for $2. ART CONTEST (bring your artwork to the show), (age categories), color artwork for all ages. 15 and over black and white artwork and 14 and under black and white artwork. Great door prizes given away throughout the day. For information or dealer tables contact: Gayle R. Huey @ 301-292-4587 or Fax 301-203-0159 (ASK FOR OUR FREE CONVENTION CALENDAR).

## PENNSYLVANIA

### AUGUST 3, PHILADELPHIA

PHILADELPHIA COMIC-CON, Holiday Inn, 10th and Packer Ave.(exit 46 off I-76 or exit 15 off I-95; then follow signs to Packer Avenue. From New Jersey take the Walt Whitman Bridge, then the second exit which is exit 46). 48 tables @ $60 each, 2 @ $100 or 3 @ $140, $3 admission ($2 admission if you mention this Wizard ad), plus there is plenty of FREE PARKING for everybody! 10am-4pm. Come meet special guests and the area's best dealers from five states. Philadelphia's best comics, non-sport cards, action figures, toys, videos and manga show is also the best value. Our dealers sell, trade and buy comics, non-sports cards, action figures, toys and videos from the 1940s to present day. Plus, $150 in show cash will be given away throughout the day good for any merchandise at the show! It's another Comic-Con exclusive with the Delaware Valley debut of Books of Lore (with art by Dark One, Dan Parsons and other hot artists!) by Peregrine Entertainment. Publisher David Napoliello will be on hand to introduce his first issue. Also, he will be looking over portfolios of promising artists and writers, so feel free to bring yours. Also on hand will be Dan Parsons (Harpy, Aetos, Books of Lore), Scott Barnett (comic/card painter), Howard Bender (Spider-Man Magazine. Mr. Fix-It, and nationally renowned Davy Crockett historian) and Kurt Schaffenberger (artist for Superman, Lois Lane, Jimmy Olsen and Captain Marvel from the 50s to the 70s). More guest to be announced, so check with your local comic store for our flyer or call our hotline the weekend of the show for the latest update. Contact: Derek Woywood of Collectors' Comics @ 609-782-0817.

### AUGUST 29-SEPTEMBER 1, GREENSBURG

GREENSBURG COMICS & GAMING CONVENTION, Greengate Expo Center, Greengate Mall Complex. Dealer tables still available, $8 admission per day or $24 /4 day pass, Fri. 1pm-8pm, Sat. 11am-8pm, Sun. 11am-7pm & Mon. 11am-6pm. Over 100 dealers, free promotional items, free parking, almost 80,000 square feet of comics and gaming materials and professionals. Dozens of gaming tournaments, video screenings, charity auctions and costume contests and panel discussions. Special show guests: STAN LEE (Mr. Marvel himself), MICHAEL GOLDEN (Jackie Chan's: Spartan X), JOHN MCCREA (Hitman), GLENN FABRY (Preacher), MIKE DEODATO, JR. (Elektra). Partial list of artists attending: Stan Sakia, Buzz, Michael Bair, Matt Hawkins, Dan Fraga, Nathan Massengill, Bob McLeod, Derek Fisher, Brom, Keith Parkinson, Gus Vazquez and Harvey Mercasoocasio and many more to come. For more information write or call: Greenburg Comics & Gaming Convention, 4601 Walnut Street, Versailles, PA 15132, 412-754-0384.

### OCTOBER 4-5, PHILADELPHIA

INTERNATIONAL COLLECTIBLE TOY eXpo & 4th ANNUAL INTERNATIONAL GI JOE COLLECTOR'S CONVENTION, Ft. Washington Expo. Center, Philadelphia area, 30 minutes from downtown Philly. 1,000+ tables of the finest toys & collectibles all under one roof! $7 admission, children $4, Sat. 10am-5pm, Sun. 11am-5pm. Sponsored by Hasbro Toys; 2 shows in one—the Largest Indoor Toy & Collectible Show ever produced! Toys & Collectibles all under one roof! Exhibitor booths are available. MANY FANTASTIC SHOW EXCLUSIVE TOYS & LIMITED EDITIONS. Special guests to be announced. For more information contact: Majic Productions Inc. P.O. Box 300546, Fern Park, FL 32730, Info hotline: 407-331-7469, Tel: 407-260-8869, FAX: 407-260-2289.

## SOUTH CAROLINA

### AUGUST 16, ROCK HILL

COMIC BOOK & COLLECTIBLES SHOW, Holiday Inn, I-77 (exit 82-A) & US Hwy 21 Cherry Rd. 40 tables @ $75 each or 3 for $200, FREE ADMISSION, 10am-5pm. Featuring comics from the 1930s to present day, toys, non sport cards, original art, Star Wars and Star Trek Collectibles & much, much more. Sealed Deck Magic Tournament, sign up NOW, 1st Prize is a sealed deck box of Boosters. For table information or any other inquiries contact: David Hinson @ Dave's Comics 803-547-3995 or write to Dave Comics, 206 Main St., Fort Mill, SC 29715.

## TENNESSEE

### AUGUST 16, KNOXVILLE

THE KNOXVILLE COMIC CON (presented by CCS Promotions), Ramada Inn, Cedar Bluff Rd. $3 admission, 10am-4pm. Comics, Cards, Magic Cards, Action Figures, Star Wars, Star Trek & X-Files Collectibles, Golden Age, Silver Age & New Comics. Door prizes every thirty minutes. Special guests: ADAM HUGHES (Ghost, Vampirella & Lady Rawhide covers, X-Men/WildC.A.T.s crossover, Gen 13 Ordinary Heroes), JASON MARTIN (Marvels, new Quicksilver, Ghost Rider) LOWELL CUNNINGHAM (Men in Black creator/writer). For dealer tables contact: Steve @ 423-933-9820.

### SEPTEMBER 5-7, COOKEVILLE

PARADISE SHOW PROMOTIONS PRESENTS, Cookeville Mall exit 287. 50 8ft. tables @ $75 each or $50 each additional, Fri. 12pm-9pm, Sat. 10am-9pm, Sun. 12:30pm-5pm. Something for everyone, lots of family fun, plenty of hard to find collectibles. Barbies, Star Wars, Star Trek, sports cards, comics, non sports cards, racing collectibles, toys, posters and Disney items. For dealer and show information contact: James Vaughn @ 423-577-9825 or Scott Mayes @ 423-483-3831. This is another Paradise Show Promotion. DON'T MISS IT! BE THERE.

### SEPTEMBER 7, NASHVILLE

THE GREAT NASHVILLE COMIC BOOK SHOW, Howard Johnsons (formerly the Ramada Inn), Briely Pkwy @ I-40. $2 admission, 9am-4pm. This show has it all: Silver Age, Golden Age, Japanese Animation and more. Guests: Dean Zachary (Dr. Tomorrow & Slindois from Acclaim), Jason Alexander (Empty Zone from Sirius). Free sketches from Independent Press Studios, Eric Powell (Temptress), Brian Patterson (Happy Killer), Ben Cocke (Legendlore from Caliber). More guest to be announced. Portfolio reviews by artists and writers from Independent Press. Door prizes trivia contest before the show. For more information call COMIC CITY @ 615-262-0908.

## TEXAS

### AUGUST 3, AUSTIN

SPORTS CARD, COMIC BOOK, TOY and COLLECTIBLE SHOW, Four Points Sheraton, IH-35 @ Highway 183 exit. 30 tables; $40 for 1, $75 for 2 or $100 for 3, $1.50 admission, 10am-5pm. Come out and bring your collections, buy, sell and trade with other collectors and dealers. Thousands of sports and non-sports cards, comic books and related items, Starting Lineups, Action Figures, Hot Wheels and more!!! $50 spending spree given away @ 12pm, 2pm & $75 @ 4pm For more information contact: Paperworks @ 512-442-8876.

### AUGUST 17 & 31, AUSTIN

SPORTS CARD, COMIC BOOK, TOY and COLLECTIBLE SHOW, Holiday Inn South, I35 @ Woodward exit. 30 tables; $40 for 1, $75 for 2 or $100 for 3, $1.50 admission, 10am-5pm. Come out and bring your collections, buy, sell and trade with other collectors and dealers. Thousands of sports and non-sports cards, comic books and related items, Starting Lineups, Action Figures, Hot Wheels and more!!! $50 spending spree given away @ 12pm, 2pm & $75 @ 4pm. For more information contact: Paperworks @ 512-442-8876.

### SEPTEMBER 14, TYLER

EAST TEXAS TOY SHOW, Holiday Inn on Troop Hwy. 10am-5pm. Action figures, comics, Barbie, Star Wars, Star Trek., Die Cast & McDonald's toys, model kits, cards, G.I. Joe, SLU, Hot Wheels, etc. Door Prizes. For more information call 903-675-4670 or e-mail: TIPTOY@AOL.COM.

### SEPTEMBER 7, TYSONS CORNER/MCLEAN

CAPITAL ASSOCIATES' TYSONS CORNER MONTHLY COMIC BOOK MAGIC AND NON-SPORT CARD SHOW, Tysons Corner Westpark Hotel, 8401 Westpark Drive, take exit 10 (Route 7 West) off I-495, 1/2 mile West on Route 7 and the hotel is on the right, just past Route 7 and Route 123 intersection, 703-734-2800. 90 tables @ $65 1st table, $60 2nd table, $55 each additional table, $2 admission, children under 5 FREE, 10am-4pm, plenty of FREE parking. Buy, sell, trade: Magic and other gaming cards, Gold and Silver Age comics, new comics, independents, anime, figures, toys, posters, T-shirts, original artwork, non-sports cards and much more. Guests: Call for updated list! Contact: Jeffrey Scott Rocen @ 703-912-1993 or e-mail: comicshow@aol.com.

## VIRGINIA

### AUGUST 24 & OCTOBER 19, RICHMOND

JUBILEE'S COMIC BOOK AND NON-SPORTS CARD SHOW, Holiday Inn (West) 6531 W. Broad St. 1 table @ $60 each, 2 or more tables @ $50 each, $3.50 admission, MENTION THIS WIZARD AD and RECEIVE .50 CENTS OFF THE REGULAR PRICE, 10am-4pm. Dealers will be selling 1000's of comics, toys, non-sports cards and comic book related items. Activities: 1st 25 people in line will be admitted for $2. ART CONTEST (bring your artwork to the show), (age categories), color artwork for all ages. 15 and over black and white artwork and 14 and under black and white artwork. Great door prizes given away throughout the day. For information or dealer tables contact: Gayle R. Huey @ 301-292-4587 or Fax 301-203-0159 (ASK FOR OUR FREE CONVENTION CALENDAR).

If you'd like to use Wizard's magic to help advertise your comic book event or retail location, call Karen Evora at (914) 268-3907. Remember we do not list comic book pricing or 900#s.

# MISC

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## misc.(con't.)


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# BULL PEN

## C.B.I.Q.

**Games, puzzles and stuff that'll tickle your funny with the taste of nuts and honey**

## comic book intelligence quotient

Former Mort of the Month Bat Lash welcomes you to the Miscellaneous *Wizard* Fun Section

The flick "Batman & Robin" was one of the most embarrassing abominations ever to be regurgitated onto the screen. Or maybe it's just us. Either way, we'll be grading your comic knowledge this month against some of the more memorable scenes from that flick. The higher your score, the more ass the scene sucked. Ready?

| Score | Rank |
|---|---|
| 0-4 | The dynamic duo click their heels together and POW!, blades pop out of their boots. Then they ice-skate around, play hockey with Mr. Freeze's goons and Robin yells, "It's a hockey team from Hell!" |
| 5-14 | Robin, wrestling with Poison Ivy's plants, breaks the surface of the water, but is dragged back beneath the surface…BY REVERSING THE FILM!! |
| 15-19 | If you were to edit out Elle Macpherson, Alicia Silverstone, Uma Thurman and that fat guy who played Bane, the "plot" of the movie would be minimally affected. Not a good sign. |
| 20 | Alfred didn't die. |

**1. Who was killed by the gamma bomb explosion that turned mild-mannered milksop Bruce Banner into the Hulk?**
A) Soviet Agent Igor Starsky
B) The Gremlin
C) Rick Jones' buddy, Slappy Carson
D) Ironically, the Hulk's future persona, the Maestro, ventured into the past and was killed by the same gamma explosion that originally turned him into the Hulk.

**2. When that rat-bastard, the Clown, kidnapped poor little Cyan, what snack did he offer the girl before Spawn came in to put the kibosh on him?**
A) a gingerbread man made of "soulstuff"
B) a dead fried rat on a stick (just like the ones at the State Fair)
C) poison mixed with regurgitated bugs and maggots
D) Easy Cheese and crackers

**3. When Clint Barton, a.k.a. Hawkeye, ran away and joined a traveling carnival, for which evil, greasy carny did he become an apprentice?**
A) the Ringmaster
B) Bullseye
C) Swordsman
D) Miguel, the runny-stooled squirrel monkey

**4. Batman recently fought a postal worker who actually went postal and started murdering people. What did the killer kook call himself?**
A) Faceless
B) Namegame
C) Postage Due
D) Postal

**5. Y'know that cartoon "The Tick"? Well, what's the big blue galoot's battle cry?**
A) "Bite this, evildoers!"
B) "Spoon!"
C) "Assume the position!"
D) "Justice!"

**6. From where did the X-Men's Rogue get her superstrength and ability to fly?**
A) She absorbed the powers from Ms. Marvel.
B) She inhaled radioactive gas released from some funky-looking meteor.
C) When she emerged from the Siege Perilous, she absorbed these powers.
D) She's a mutant, dammit—she was born with these powers! Duh!

**7. How often did the Silver Age Green Lantern, Hal Jordan, have to recharge that crappy old power ring of his?**
A) after an hour's use of the ring
B) every 24 hours
C) every time it was exposed to the color yellow
D) whenever the writer was hard-up for a plot device

**8. When Spidey first fought the wily Sandman, how did he defeat him?**
A) He tricked the Sandman into entering an incinerator, and the heat turned him into inanimate glass.
B) Spidey used a giant high-powered fan to scatter the Sandman's sand particles so he was unable to reform.
C) Spidey knocked him into a cement mixer, causing his sand particles to mix with the fast-drying cement, thus imprisoning him in the form of a cement likeness of himself.
D) When the villain turned into sand, Spidey, being the neat freak that he is, simply vacuumed him up.

**9. What was the name of the small company that the booze-hound, Tony Stark, started after Obadiah Stane took over Stark International?**
A) Silicon Sevices
B) Power Inc.
C) Circuits Maximus
D) Liquor & Mousepads, Ltd.

**10. Before Greer Nelson became the furry Tigra, she was the super-chick known as…**
A) Black Cat.
B) Hellcat.
C) White Cat.
D) The Cat.

**11. Which Golden Age grampa taught a young Bruce Wayne the finer points of pugilism?**
A) Wildcat
B) The Atom
C) Guardian
D) The Red Bee

**12. Which member of the 22 Brides is actually a flaming transvestite?**
A) Frenchie
B) Hardkiss
C) Marilyn
D) Lulu Stump

**13. In the Elseworlds mini-series *Thrillkiller*, how does Batgirl's boytoy, Robin, die?**
A) He dies in an explosive trap set by the Joker.
B) The Joker ties him down near several giant fire ant hills and coats him with honey, then allows the ants to do their work.
C) The Joker French-kisses Robin, depositing a poison in his mouth, which causes the hero's death.
D) Crabs.

**14. What super-planet is the home of the Legion of Super-Heroes' M'onel?**
A) Krypton
B) Daxam
C) Earth
D) Tor'el

**15. Which cool '70s TV cop was Sara Pezzini, a.k.a. Witchblade, enamored with as a child?**
A) Columbo
B) Starsky
C) Baretta
D) Kojak

**16. Who is responsible for turning the X-Men's Angel into a blue-skinned, razor-feathered freak?**
A) Mr. Sinister
B) Apocalypse
C) Cameron Hodge
D) Bill Nye the Science Guy

**17. This freakish Kandor City resident has become a Metropolis hero:**
A) Tolos.
B) Scorn.
C) Kara Zor-El.
D) Sentinel.

**18. Who did Darkchylde kill upon receiving her powers?**
A) her ex-boyfriend, who cheated on her
B) her father, who tried to rape her
C) her best friend, who revealed her secret
D) her plastic surgeon, who left one smaller than the other

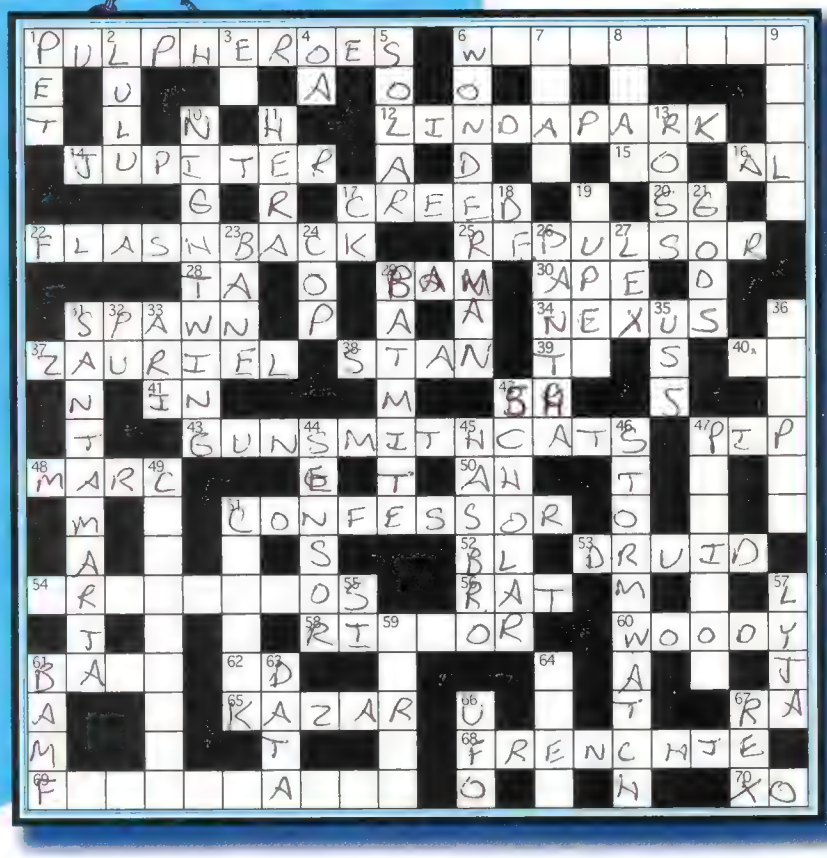
**19. When the Shi'ar and Kree were at war during Operation: Galactic Storm, who was it that masterminded the destruction of the Kree's homeworld, Hala, and why?**
A) The Skrulls did it in retaliation for the Kree invading their galactic empire.
B) The Shi'ar Deathbird detonated the nega-bomb to prevent the Kree from using the same weapon on the Shi'ar homeworld.
C) The Supreme Intelligence did it to jumpstart the Kree's genetic evolution.
D) A group of teenage, generation-X Kree slackers did it because they hated their parents, their Nintendos were broken and they were bored.

**20. When Captain Jean-Luc Picard was turned into one of those Borg bastards, what command did he give them to halt their invasion of Federation territory?**
A) "Sleep."
B) "Return home."
C) "Self-destruct."
D) "Void your bowels."

# WIZARD CROSSWORD

## you know, across, down, that sort of stuff

**TOO TOUGH?**
Don't have a cow!
The answers are on page 206.



### ACROSS

1. DC's retro-annuals theme
6. pre-Gleek heroic pet
12. Flash's girlfriend
14. Teen Titans mentor
15. revealed DC heroes' pasts; initials
16. Wanda Blake's ex-hubby
17. Mystique's son or Lightning's kid
20. Cartoon Network talk show host; init.
22. Marvel's 1997 retro-month
25. Iron Man's ray
28. inked X-Men with Byrne; init.
29. "Batman" sound effect!
30. Flash's enemy Grodd is this
31. 16 across' current identity
34. Mike Baron/Steve Rude character
37. winged JLA ally
38. _____ "The Man" Lee
39. *Warlock Chronicles* artist; init.
40. behind whole Spider-Clone mess; init.
41. *Alpha Flight: __ the Beginning…*
42. gives Lady Death her look; init.
43. Dark Horse manga mag
47. Adam Warlock's troll friend
48. Spector or Silvestri
50. Gen13 and Ghost artist; init.
51. Astro City vampire
52. Valiant guru; init.
53. dark Avengers doctor
54. Spider-Woman's villainous siblings
56. *The Tale of One Bad* ___
58. Ultra Boy's home planet
60. partner of Quantum or Buzz Lightyear
61. *Infinity Inc.* and Valiant artist
62. *A Distant Soil* creator; init.
65. Parnival Plunder's brother
67. *Kingdom Come*'s Roy Harper; init.
68. Moon Knight's pilot
69. one of Marvel's Sandman's aliases
70. Acclaim's Donovan

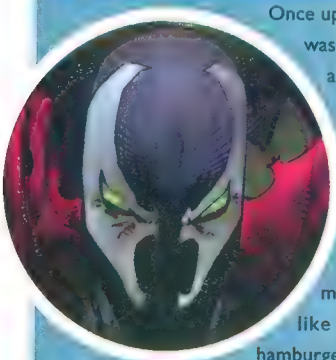
### DOWN

1. Beppo was a super one
2. 22 Brides member; _____ Stump
3. *Brainbanx* writer; init.
4. source of Green Lantern's power
5. Man of the Atom
6. Simon Williams
7. one of first true modern artists
8. Timewalker traveled through these
9. Green Arrow and Warlord artist
10. the first Robin
11. "Great _____!"
13. *Marvels* artist or Superman's pal
17. "died" in *Superman* #100; init.
18. *Squadron Supreme* inker Sam __ La Rosa
19. creator of Vertigo's *The System*
21. *Fourth World* stars; New ____
23. known for saying "Exit!" or "Bomb!"
24. Savage Dragon is one
26. Vampirella's feline foe
27. Supergirl's ex-boyfriend
29. goofy interdimensional Batman fan
31. Flash's new town
32. Fairchild's alma mater; init.
33. current Robin's girlfriend
35. Kirk's ship; ____ *Enterprise*
36. Impossible Man's planet
42. Bart Allen became this
44. snake-like LSH member
45. makers of G.I. Joe
46. Image's UN-sanctioned team
47. powerful Zoo Crew member
49. Conan is this
51. creator of Captain Marvel
55. Iron Man's company; init.
57. married to the Human Torch
59. *Darkchylde* inker Alquiza
61. noise Nightcrawler makes
63. Borg Queen went bonkers for him
64. returned in *Avengers* #263
66. Mulder believes in this
67. sacrificed himself in *JLA* #1

# TOP 10 HEROES & VILLAINS OF THE MONTH

This list doesn't track the number of copies which a specific character sells each month. It doesn't pay attention to any kind of sales meter. This list is a roster of the 10 comic book characters with the strongest fan following—nothing more, nothing less.

## 1) SPAWN

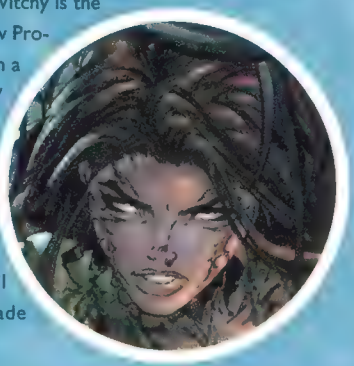


Once upon a time, Spawny-Guy was just a li'l ol' comic character. Yeah, he was adored by four-color fanboys everywhere, but that was it. Then along comes TV and movies. All of a sudden, Spawn's an overnight media sensation—kinda like Jim Carrey, but with hamburger meat for a head. Say what you will about the HBO animated series—maybe you like it, maybe you don't. Think what you will about the movie—maybe you think it's great, maybe you think it's a big pile o' horse hooey. The bottom line is they've increased Spawn's exposure, oh, by about 53,000 times.

## 2) WOLVERINE

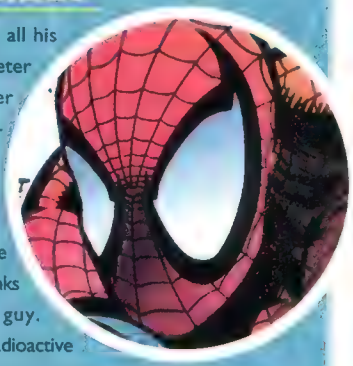
Holy goosh. Wolverine may be one o' the good guys. He may fight the good fight. He may even stand up for Truth, Justice and the Canadian Way. But he's sure got a lot to learn about personal grooming. This guy's in worse need of a hot shower and some hair conditioner than anyone we've seen this side of David Lee Roth. And he could use a shave while we're at it. What's his deal? Is he afraid to get too close to his razor? You'd think that after taking on the likes of the Juggernaut and the Sentinels, Wolvie wouldn't be afraid of men's toiletries. But then again, maybe he is.

## 3) WITCHBLADE



That Witchblade, she's a-one saucy tomato! Actually, she's a lot better than just *one* saucy tomato. She's like a whole vegetable garden with a little bit of everything growing in it except cabbage, which is pretty darned useless. Heck, if it weren't for cole slaw, cabbage would be outlawed in like 29 states. But we digress. Witchy is the driving force at Top Cow Productions these days, with a brand-spankin' new TV series deal and an even brand-spankin' newer toy deal under her... uh...her belt, we guess. Does she even wear a belt? Kinda hard to tell under all that Witchblade armor stuff, huh?

## 4) SPIDER-MAN



How unfortunate. For all his heroic career, poor Peter Parker has been rather misunderstood as Spider-Man. Heck, even though he's layin' his webbed ass on the line every day for his fellow man, half the Marvel population *still* thinks he's some sorta bad guy. Who's to blame? That radioactive spider that bit him, of course! Nobody likes spiders! We're always squashing 'em and killing 'em. Now if Peter Parker were bitten by a radioactive fluffy bunny and gained the proportionate speed and strength of a bunny, it would be a whole different story. Who *couldn't* love The Amazing Bunny-Man?

## 5) DEADPOOL

The best thing about Deadpool? He proves that your parents were wrong. Your fourth grade teacher too. And Captain Kangaroo, while we're at it. Y'see, all these old-time sticks-in-the-mud always told you not to be a wise-ass, 'cause no one likes a smart alec. Well, Deadpool constantly runs off at the mouth and he's always rippin' on someone. And comic fans just looooove him. In fact, his popularity seems to grow just about every month. So take that, Mom! Deadpool's right!

## 6) BATMAN

If a hero is truly measured by the adversaries he goes up against, then Batman is one heroic sumbitch. Batman is perhaps more defined by his villains than any other hero. The Joker, the Penguin, the Riddler—we know 'em all. And the pure evilness of these villains points up the heroism personified in Batman. But then you throw in killer penguins or Joel Schumacher and the whole thing just kinda crashes and goes to Hell in a handbag.

## 7) THE DARKNESS

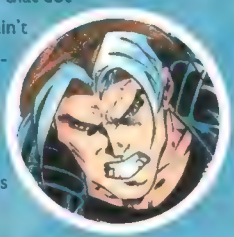
If Witchblade is the vegetable garden of Top Cow, then The Darkness is the meat 'n' potatoes. Yeah, Jackie Estacado is a real man's man, a rough-and-tumble, I-kill-guys-for-a-living *hombre*. Not the kind of fella you'd want to meet in a dark alley. Or a brightly lit alley, for that matter. But he does combine with Witchblade (which he will this fall in *The Darkness* and *Witchblade*, as they cross over) to make a formidable one-two punch for the Cow.

## 8) PREACHER

Jesse Custer's got the life. We've already told you he's got a sweetheart girlfriend and a drunk Irish vampire best friend, but we haven't mentioned the best part: He's in tight with John Wayne—the Duke himself! Yeah, the Duke might be dead, but that never stops him from droppin' in on Jesse with a word of advice. Now *that's* the kinda sidekick we'd like. Beats the hell out of toting around some snot-nosed little punk named "Bucky."

## 9) X-MAN

X-Man—or Nate Grey, as his friends call him—is the original underdog. First, he's not even a real guy; he's a clone. Second, he's not even a clone from *this* reality. No, he's gotta come from one o' them many alternate realities that dot the X-landscape. Third, his name ain't exactly what you would call...original. It's kinda derived from that *X-Men* title Marvel publishes. You might be familiar with it. Still, everyone pulls for the underdog and Nate's no exception.



## 10) APOCALYPSE

Apocalypse? Yeah, Apocalypse! 'Bout time we got some genuine bad-asses 'round here! And they don't get much badder than the Big A! He's so mean, he once ripped Angel's wings out and replaced 'em with metal spiky ones. And we also hear he's so mean, he always leaves the toilet seat up, just hopin' to get some dopey chick to fall in. No, he ain't a nice guy, but sometimes baddies can be pretty popular too. Once again, life imitates pro wrestling.

# MORT OF THE MONTH

**Now it's time to look at the lamest character of the month, or, as we like to call 'em, the Mort of the Month!**

## CRAZY QUILT

Love the suit.

Some artsy-fartsy painter named Quilt (one name, just like he was Madonna or something) used paintings to deliver double-secret crime instructions to his gang! One day, a rival gangster and possible art critic popped a cap in Quilt's ass. Instead of killing him, the bullet only blinded Quilt. So Quilt donned a special helmet that allowed him to see only in bright, vivid colors. He committed a series of color-related crimes (huh?), until he was finally brought to justice by...The Boy Commandos!?! Oh, no! Not those ever-rugged Boy Commandos! So he's a blind guy thrown in the clink by the Boy Commandos? Instant Morthood.

# BULL PEN

## Lost and Found

The first annual Wizard Staff Scavenger Hunt started at 9:00 a.m. one sunny Thursday morning, as the entire Wizard Press Bullpen (*Wizard*, *Wizard* specials, *InQuest* and *ToyFare*) broke down into teams of four, each with their own codenames, like Alpha Bravo Bravo Tango Bravo, the Danger Rangers and the Kung-Fu Fighters. Each team received a box containing a list of wacky items to get (Including a Victoria's Secret store gift certificate for $1.43, a photo of a teammate behind a fast-food counter wearing the drive-thru headset, and a quarter from 1975, which—hey, fun fact—doesn't exist!), miscellaneous items that needed to be identified (like play pieces from board games, and bizarre novelty items), riddles that needed to be solved, and a Polaroid camera, for the teams to take 10 "special" photos, including one that turned out to be highly chaotic/injury-inducing: a shot of the opposing team. After seven hours of search-and-destroy driving, the team that scored a whopping 392 points (23 points higher than the second-place team!) and took home the prizes (each member received primo reserved parking for a month, an additional paid-vacation day and dinner for two at a ritzy Japanese hibachi steakhouse) was…the Kung-Fu Fighters, comprised of *Wizard* Assistant Editor Andrew Kardon, Administrative Assistant Jennifer Cavallo, *InQuest* Editor Mike Searle and lucky new intern guy Mark Aronowitz. "I couldn't believe how willing people were to give us free stuff," commented unofficial Kung-Fu spokesman Kardon. "Even though we got kicked out of a law firm, almost got a cop fired by convincing him to let us photograph him and had to turn our clothes backwards—including our underwear (ouch)—it was actually a pretty fun day. And hey, no one got arrested."

## One of the Damned

### Arlene So

**designer, *Wizard: The Guide to Comics***

**What do you do at Wizard Press?**
I basically design columns, departments, house ads and promotional stuff for *Wizard, InQuest* and *ToyFare*, and I make sure the other designers have stuff to do. I also take everyone's lunch money, especially Steve Blackwell's.

**Your favorite sections in *Wizard*?**
"Magic Words," because I get to read each month's wackiest mail firsthand, and "Bullpen," because Wizard is such a darn crazy place to work.

**What surprised you the most about the Wizard offices?**
Wizard is a place where people walking through the halls with their pants down is such a norm, and it doesn't bother anybody a bit. For a company as formal as Wizard, people are really casual about what they do.

**Which design job are you most proud of?**
In the last scene of the movie "Chasing Amy," there was a mock-up cover of *Bluntman and Chronic* that I helped design.

**Most embarrassing moment in your life?**
One day, the phone rang, and, thinking it was a friend of mine, I answered the phone, "Hello, sweetheart!"—but on the other end was my boss, who happened to be a guy. I was so horrified—I couldn't talk for a minute. But he loved it.

**What hobbies or outside interests do you have?**
I rollerblade (poorly), dog-watch—'cause they're so cute, and I want to see what kind of dog I want—and do crossword puzzles.

**What's your main goal in life, and what goal have you reached?**
I'd like to someday work with whales and dolphins, without ever having to go to college for it. I was able to save up money to buy my own car, named "Horace."

**People would be surprised to know that…**
…I was born and raised in the Phillippines until I was 16, and speak Filipino fluently.

**What's your advice for graphic designers just starting out?**
Smile, nod and pretend you know what you're doing. For the serious-minded, improvise.

**Favorite comic right now?**
*Strangers in Paradise*—it's not a superhero book; it's about real life, relationships and stuff.

**Favorite comic book of all time?**
*Watchmen*, because it delves into the lives of ordinary people who wanted to make a difference.

**What superpower would you want, and why?**
Invisibility, so I can sneak up on somebody without them knowing I'm there.

Illustration by Jim Cubby

## WIZARD TOP TEN

**Top 10 action figures inspired by the film "Batman & Robin"**

**10.** Sweating Batman and fainting Robin extra-heavy rubber costume deluxe playset.
**9.** Alicia Silverstone in split-seam Batgirl outfit with real cake-eating action.
**8.** Cold Miser/Heat Miser two-pack.
**7.** Arnold Schwarzenegger Mr. Freeze with real-fur bear slippers, voice chip full of distractingly bad one-liners and real "My God…and I thought my career was over after 'Jingle All the Way' " facial expression.
**6.** Talking Bane with voice chip containing real movie dialogue like "Bomb," "Exit!" and "Stop pinching me, Mr. Schumacher."
**5.** Dying Alfred with overflowing bedpan action.
**4.** Vomiting moviegoers playset with "I don't care if it's not over, we're leaving!" and "Gimme back my $7.50!" audio-activators.
**3.** Butt-check Batman and rump-display Robin with "opening credits getting into costume" action.
**2.** Gossip Gertie with built-in M-80 so you CAN GET HER TO SHUT THE HELL UP!
**1.** A Nicolas Cage Superman. Hey, since Schumacher just killed the Bat-franchise, we should start thinking about Supes anyway.

## CONTEST WINNERS

**GRAPHITTI DESIGNS, *Wizard* #68:** Zak A. Lowry, of Oklahoma City, Okla., suggested a Groo action figure (with running Rufferto)!

**KA-ZAR, #68:** Mindy Lee, Chula Vista, Calif.

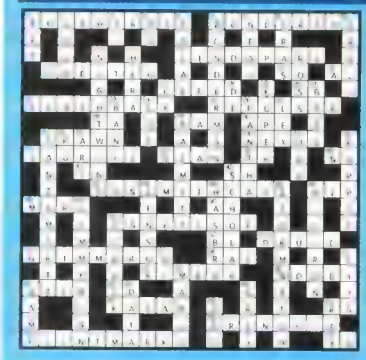
## C.B.I.Q. answers...

from page 202

| | | | | |
|---|---|---|---|---|
| 1. D | 5. B | 9. C | 13. C | 17. B |
| 2. C | 6. A | 10. D | 14. B | 18. B |
| 3. C | 7. B | 11. A | 15. B | 19. C |
| 4. A | 8. D | 12. C | 16. B | 20. A |

## CROSSWORD answers...

from page 203



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# WIZARD profile

Here's looking at...

# HOWARD MACKIE

Talk to Howard Mackie about his early days with Marvel, and he'll paint you a portrait of a kid in a candy store. "Those days at Marvel were so—I don't want to sound 'new-agey'—but they were so special and magical," says the 38-year-old writer of Marvel's *Peter Parker: Spider-Man* and *X-Factor*. "I wasn't a kid when I started at Marvel, but I felt like it at times."

Within a few hours of starting as an assistant editor at Marvel in 1984 under the late Mark Gruenwald, Mackie met John Byrne, Walt Simonson, Chris Claremont and Al Milgrom. "These were all names I had been following ever since I was a little kid. I got to work with these guys and I essentially got to learn as a professional what comic books were all about. There were no better teachers."

Comics had always been a part of Mackie's life, thanks mostly to a steady supply from his older sisters. But it was another part of his youth—a friendship with Marvel staffer Mike Carlin—that led him to a career in the industry. Carlin, newly promoted at the time to full editor, was tired of hearing Mackie complain about working as a traffic manager for an export company. So Carlin (now DC's executive editor) encouraged his friend to go after his former position as Gruenwald's assistant editor. And that was Mackie's foot in the door.

Al Ortego

His role as writer kicked off when he was told by Gruenwald to pen a fill-in story for *Iron Man* #211. What followed was a list of various and sundry Marvel products: *Power Pack* #34, *Chuck Norris and His Karate Commandos*, *Air Raiders*, *Solo Avengers* #12 and #18-#20, *Avengers Spotlight* #21-#25 and #27-#29, mini-series for Gambit and Rogue, and *Web of Spider-Man* #84-#96. He picked up *Peter Parker: Spider-Man* with #44 (when it was simply known as *Spider-Man*), and helped launch the current incarnation of *Ghost Rider*, serving as writer until #69.

Mackie says he's pleased with what's on his plate right now, including a third Gambit mini-series and *X-Factor*, which he started with #115. And then, of course, there's *Peter Parker: Spider-Man*. "It never gets boring. To me, he is still one of the more intriguing characters up at Marvel."

Despite his satisfaction, Mackie has expanded hopes for the future. He's in the early stages of learning the screenwriting ropes, and is developing two projects: a sci-fi/horror story and a smaller, quieter effort he compares in style to the works of Ray Bradbury.

"Fortunately for me and unfortunately for me, I have never had a shortage of comic book work. And I say that's fortunate because I enjoy doing it, and it certainly pays the bills. But unfortunately in that comic book work has always taken precedence for me over anything else. I've always dabbled in other things, and so I hope to expand that dabbling into something else.

"But I don't think I'd give up comics, because I really love them."

**By Scott A. Aubrey**

**First comic read...**

Probably some *Legion of Super-Heroes*. But definitely a DC book.

**Favorite comic book story of all time...**

"This Man, This Monster" from *Fantastic Four* #51

**Favorite work of your own...**

The first *Gambit* limited series. I had a lot of fun working with penciler Lee Weeks, one of the best comic book storytellers out there. My story was fully realized in the finished product.

**Comics you currently read...**

Every Spider-Man title and X-title, *Preacher*, *Leave It to Chance*, *Starman*, *Sin City*

**Favorite comic character...**

I've always liked Iron Man. Mark Gruenwald used to say, "You could not, as a young reader, aspire to be bitten by a radioactive spider." Iron Man was a guy in a suit. It could be *anyone* in that suit.

**The one person you'd like to meet...**

J.R.R. Tolkien, because I love *The Lord of the Rings*.

**Superpower you would most want...**

I've always been a fan of The Atom. I think it would be really cool to get really small.

**Favorite munchie at 2 a.m....**

Smartfood popcorn, because I'm on a severe diet.

**Favorite toy as a kid and as an adult...**

As a kid, Rock'em Sock'em Robots. As an adult, it's Nintendo 64. Jeff Matsuda, the artist of *X-Factor*, got me addicted.

**Favorite TV show...**

"ER." It's one of the fastest-paced TV shows on right now, with absolutely the best characterization.

**Last good book you read...**

*Underboss: Sammy the Bull Gravano's Story of Life in the Mafia*, by Peter Maas. Having grown up in Brooklyn, it lends fascinating insight into a life that always existed on the periphery of my awareness.

**Last good movie you saw...**

"Grosse Pointe Blank." There was nothing about it I did not like. It was well-acted, had believable characters, a phenomenal pace and a cool soundtrack.

**Person you would most like to work with...**

I would love to collaborate with John Byrne on something. I have been his editor, but he and I have never actually worked as co-creators on something. We're friends and I love his art.

**Favorite musical performers...**

Black 47, Elvis Costello, Bare Naked Ladies, Clannad

**If you had the power of the Beyonder...**

I'd restore the comic book industry to what it was five years ago—when it was normal, when it wasn't too big and it wasn't too small.

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